

SONIC

HOLIDAY SPECIAL

**3 SUPER
SPEEDY
STORIES!**
**HOW TO
DRAW
SONIC**

**SONIC
INTERVIEW**

**PIN-UPS
& MORE!**

**PLUS
WATCH OUT FOR
SEGA WORLD!**

**WIN
A SEGA SATURN!**



HIGH SPEED THRILLS ALL THE WAY!

A WELCOME WAVE!



Hi, there! All you need for a perfect Summer is sun, sea, and this Sonic Holiday Special! While school is out, Sega's King of Spikes is all powered-up to keep you entertained in style.

Joined by other familiar Mobian figures, there are sizzling new Sonic stories, a scintillating Sega Saturn competition, scorching Segaworld news - and that's just for starters!

This Special is guaranteed to out shine all others (even the one showcasing that red, dreaded, Echidna!). So, for all you Sonic seekers out there, remember, *"Stay true, blue, and cool!"*

Sonic Appreciation Society
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ATTENTION!
SONIC WANTS TO HEAR FROM ALL OF YOU! WRITE OR, SAY, HEAR, AND TELL HIM WHAT YOU LIKE (OR DISLIKE), ABOUT THIS SONIC HOLIDAY SPECIAL. SEND YOUR LETTERS TO:

Sonic Holiday Special
25-31 Tavistock Place
London WC1H 9SF

Or you can send your e-mail messages to:
sonic@egmont.co.uk

Break Out!

Part 1

Script: KERRY POTTER
Art: MIKE BOOTH
Lettering: TIM HALLAM
Colorist: BOB MCGEE

PLANET MOBIUS.
METROPOLIS
ZONE HIGH
SECURITY PRISON.

A FAMILIAR FIGURE
AWAITS... READY
TO STRIKE...

THIS IS THE PLACE
REBORNIN' KEEPS
HIS 'POLITICAL
PRISONERS'...
BEFORE THEY
ARE TURNED INTO
BADNICKS!

BEHIND THE
MASSIVE
PRISON WALL...

HEY SON,
DID YOU GET
OUT OF YOUR
CELL?



BACK
FORWARD

OKAY GUYS
WE'RE HERE...

BUT SONIC,
WHAT'S THE POINT
IN BREAKING US OUT
OF OUR CELLS? WE
STILL CAN'T GET
OVER THE WALL!

YOU
THINK I HAVEN'T
THOUGHT OF
THAT?

THEY
DON'T KNOW
YOU VERY WELL,
DO THEY,
SONIC?

I'LL CARRY
YOU ALL ACROSS
THIS WALL IN NO
TIME!

TAILS!

HURRY UP,
OLD BUDDY... BEFORE
SOMEBODY RAISES
THE ALARM!

EVERY
LAST ONE OF
THE EMERALD HILL
FOLK ARE NOW
SAVED!

MEANWHILE, IN THE
WORKSHOP ROOM IN
EGADEL ROBOTNIK.

WHERE IS
THAT STINKING
NEEDLE?
I HAVE
HUNDREDS OF
BUT CAMERA ON
MOBILS, ONE OF THEM
MUST HAVE PICKED UP
A SIGHTING OF
HIM!

AND WHERE HAVE
THOSE UNSCATEFUL
EMERALD HILL ZONE
FOLK GONE? ONE DAY
I'LL FIND THEM,
THEN...

MASTER?

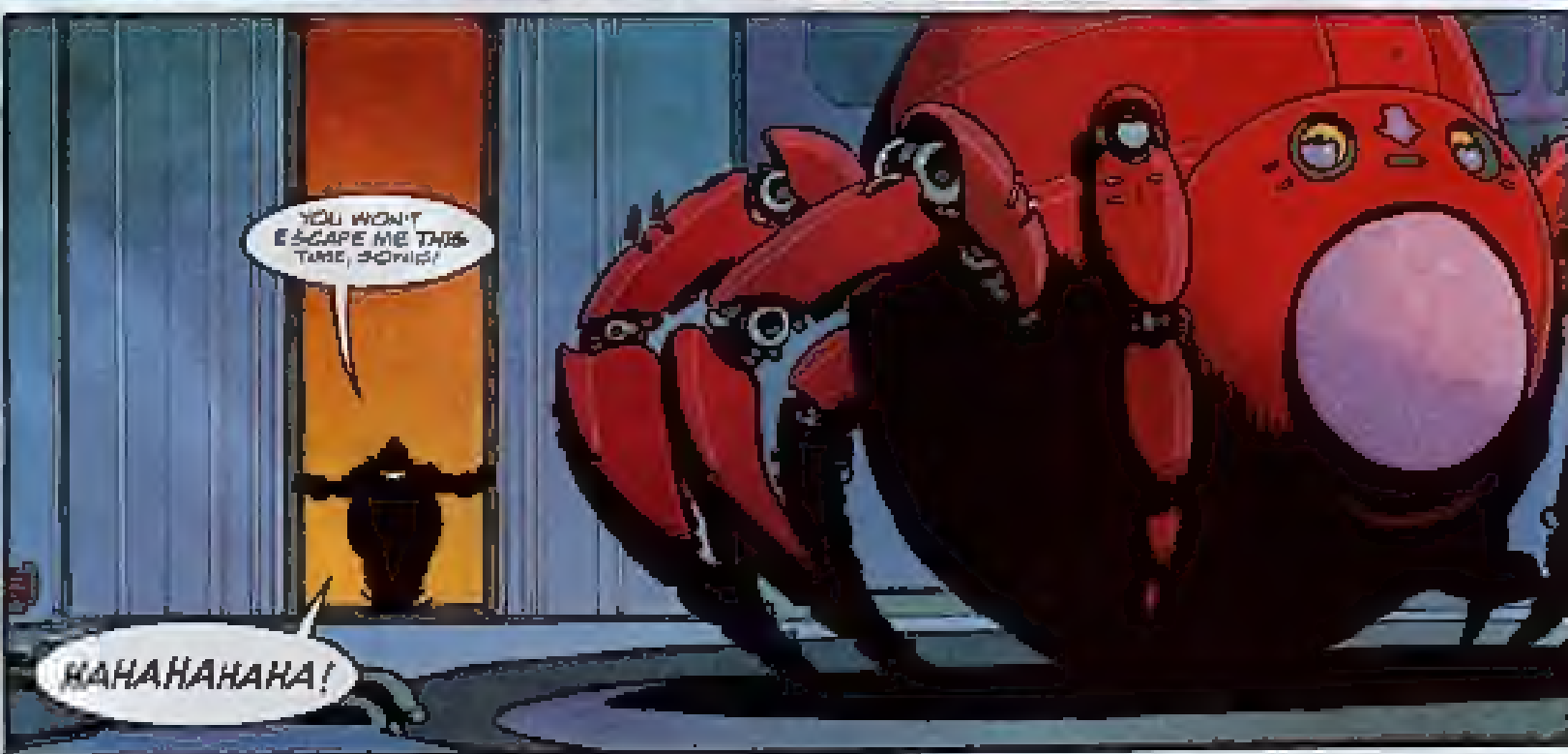
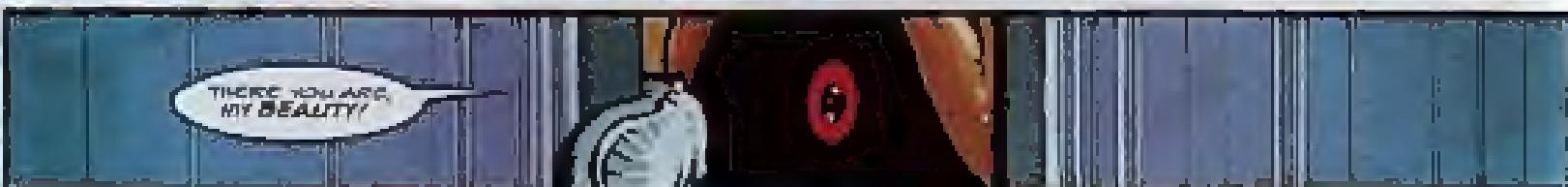
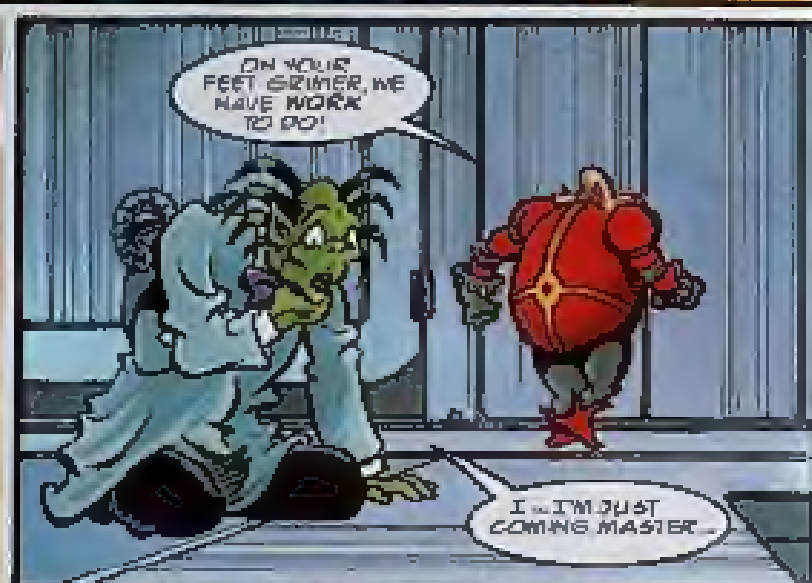
GRIMER?
WAIT THERE, YOU
SMELLING FOOL,
I'LL BE RIGHT
DOWN!

OH NO...
I THINK DOCTOR
ROBOTNIK'S IN ONE
OF HIS MOODS...

THIS IS YOUR
FAULT, GRIMER - YOU WERE
SUPPOSED TO FIND
SONIC!

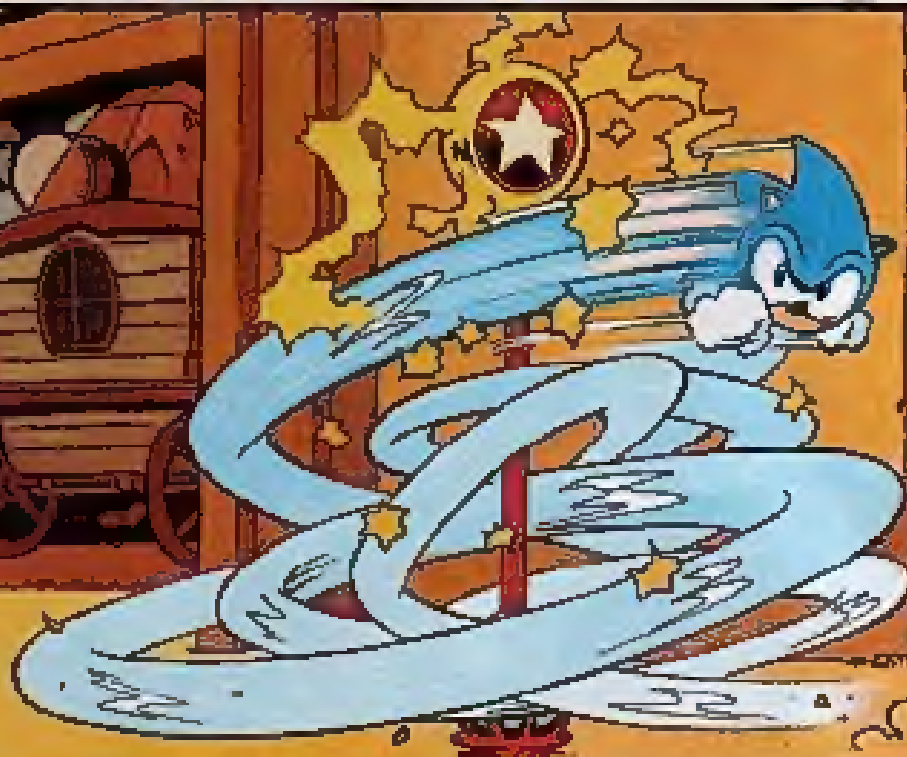
YOU NEED A
GOOD STRANGLE
TO MAKE YOU WORK
BETTER!

GURK...



ON THE EDGE OF METROPOLIS CITY, SONIC IS PREPARING TO SET THE LAST OF THE EMERALD HILL FOLK TO SAFETY.

OKAY, THE STAR POST IS ALMOST CHARGED UP...



THIS WILL TRANSPORT YOU ALL TO THE SAFETY OF THE FLOATING ISLAND - WHERE THE REST OF THE EMERALD HILL FOLK ARE!

FZZZZK!

OKAY GUYS, JUST WALK UP AND JUMP INTO THE ENERGY FIELD!

I THOUGHT ROBOHNIK HAD DESTROYED ALL THESE THINGS!

ALL EXCEPT THIS ONE, GUY! WE CARRY IT ROUND WITH US IN THIS CARAVAN!

IT'S ABOUT THE ONLY WAY YOU CAN GET TO THE FLOATING ISLAND NOWADAYS.

THOOM!

WHAT ON MOBIUS WAS THAT?



SHOW YOURSELF,
SONIC. YOU COWARD!
I KNOW YOU'RE HERE
SOMEWHERE!

COME
OUT AND BE
DESTROYED!

CRRKK!

FREEDOM FIGHTER

FACT FILES



Official Name: Miles 'Tails' Prower.

Characteristics: Growing more confident, courageous, and clever with age, Tails still looks up to, and models himself on Mobius' heroic hedgehog.

Combat skills: With a quick twirl of his two tails, it's up, up and away for the flying fox! This handy technique has enabled Tails to air-lift Sonic out of some really tight spots.

Having already defeated a number of Mobian villains single-handedly, Tails has made a name for himself as a respected, underground hero. It's a far cry from his younger days, as a 'pixel-brained' little cub! If only the others knew the truth ...

TAILS

Along with Sonic the Hedgehog, Tails, Amy, Johnny, and Porker, have battled to save planet Mobius from the evil doings, and dirty dealings, of Doctor Robotnik. Using their combined talents, they've scrambled bad eggs, and made mince-meat of the opposition!



AMY

Amy Rose.

Smart, confident and full of attitude. She has a wicked sense of humour, and loves winding Sonic up!

An accomplished archer, her speciality weapon is the crossbow. By far, the sharpest shooting gal on Mobius!

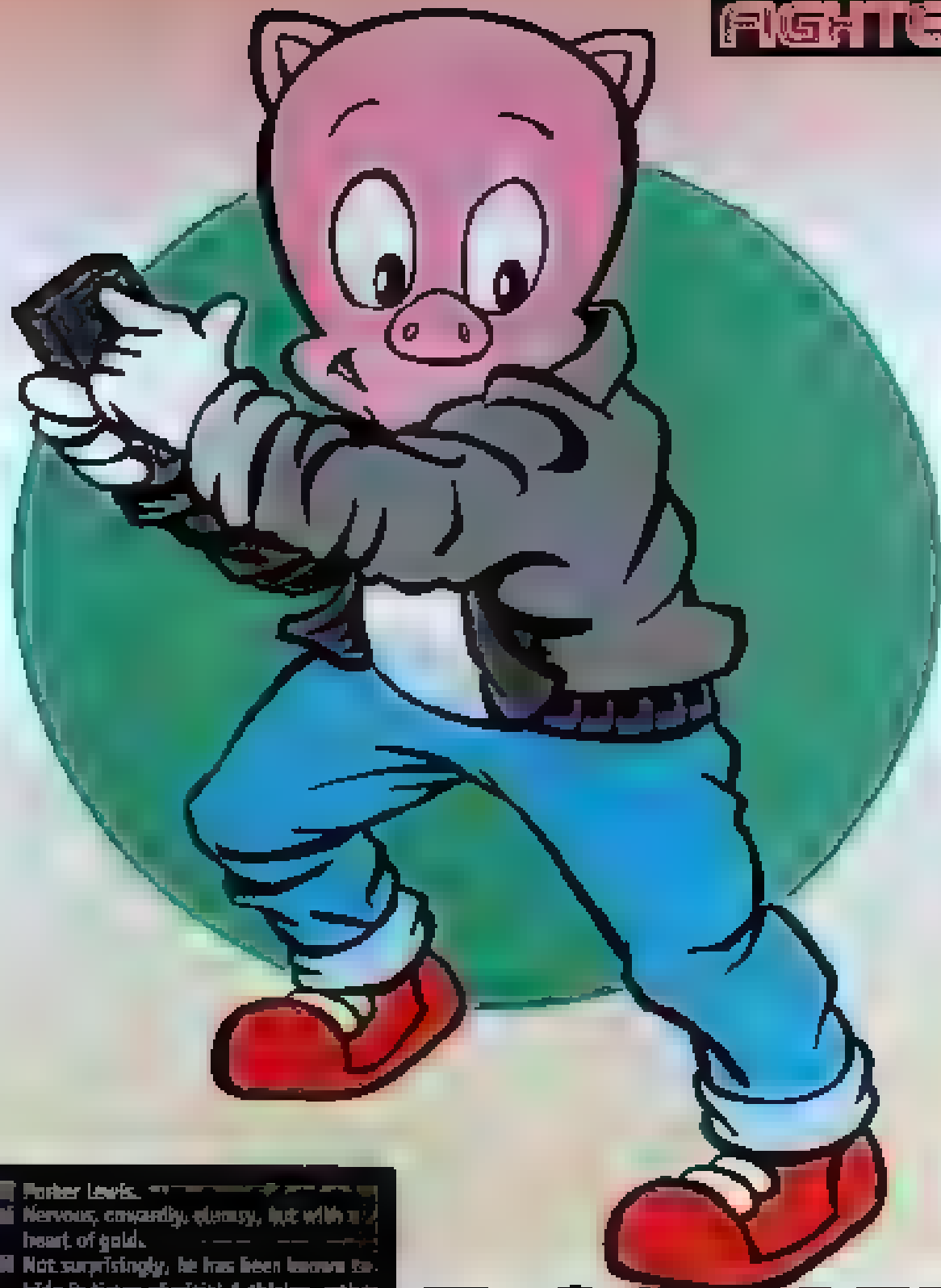
Amy 'accidentally' became involved with the Freedom Fighters, by claiming to be Sonic's girlfriend. She has since proved her worth as a team member and her fighting abilities have often saved the day, although Sonic's too cool to admit it!



Johnny Lightfoot: Thoughtful, calm, easy-going, and general nice guy. Rises to the occasion when giving Badniks some stick! He uses his staff with skill and precision.

Preferring to stay out of the limelight, Johnny leaves the tough talking to the others. He'll give credit where it's due, and has sprung to Amy's defence when Sonic is making a mockery of her. If the truth be known, Johnny has more than a secret admiration for Miss Rose, and ideally, wishes she was his girlfriend.

JOHNNY



PERSONALITY

Parker Lewis.

CHARACTERISTICS

Nervous, cowardly, clumsy, but with a heart of gold.

ABILITIES

Not surprisingly, he has been known to hide in times of crisis! A thinker, rather than a fighter, he uses his technical know-how to out-wit the opposition.

Currently out of action, Parker's encounter with the Brotherhood of Metallia, caused him to suffer a nervous breakdown. He has since moved to the Mushroom Hill Zone's Floating Island, where he is making a slow recovery. Whether he re-joins the Freedom Fighters remains to be seen.

PORKER

SONIC SPEAKS OUT!

RARE & RACEY INTERVIEW

Hi, I'm Microdroid! Hot-wired hardware, here for you! Thanks to the generosity of the Public Relations Agency of Mobius, I've been granted a rare interview, with the lightning-like, Sonic the Hedgehog.

Microdroid: First and foremost, I'd like to thank you for allowing me this interview.

Sonic: Get on with it. I can't hang around!

Microdroid: Very well. Let me start by quoting some of your acquaintances. Tails, "I wish I could be as cool as Sonic". Are you flattered?

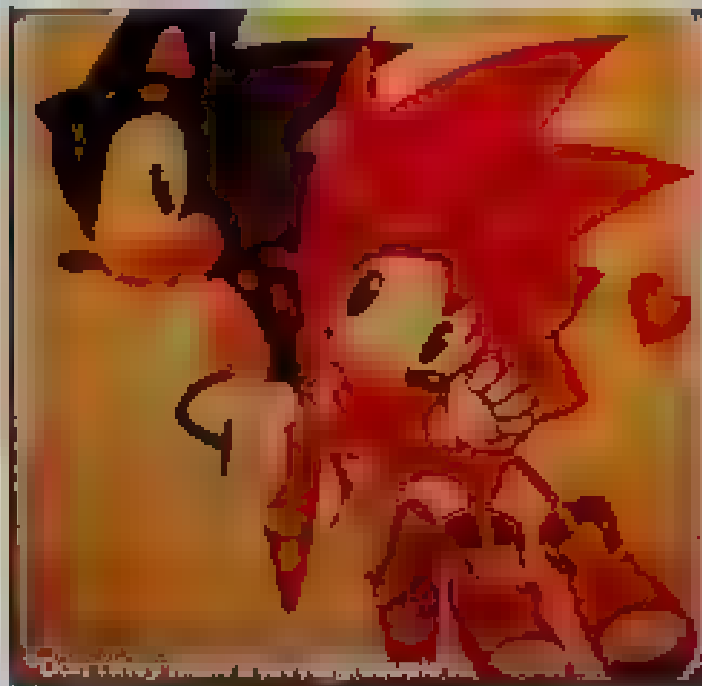
Sonic: Well, I was born to be cool. Tails still has a lot to learn. He looks up to me, but then, who doesn't?

Microdroid: You're a bit cruel to him at times, aren't you?

Sonic: Nonsense! It's just an innocent bit of teasing, that's all.

Microdroid: Knuckles refers to you as "That big-headed blue pigger".

Sonic: Big-headed? Surely he means big-hearted? Now there's an Echidna with a problem! He's got power, but he doesn't have any dash and panache! I've tried giving him tips on how to be hip, but he's too arrogant to learn!



Microdroid: Moving on, here's a rather passionate statement from Amy. "He's a sweetie, but too cool to admit he loves me!"

Sonic: The poor girl she's living in a Fantasy Zone!

Microdroid: Is there any room for romance in the world of Sonic the Hedgehog?

Sonic: Is that an offer?

Microdroid: I was referring to you and Amy.



Sonic: Look, when you're forever battling against Robotnik and his tin-pot Badniks, you have to play hard to get to stay alive.

Microdroid: But honestly,

Sonic: Next question!

Microdroid: Shortfuse the Cybemik. "For someone who doesn't wear body armour, I guess he must be fairly brave."

Sonic: Only "fairly" brave? Shortfuse must be tough being stuck in that metal suit. I'd rather be wetter than Robotnik's laundry!

Microdroid: I have one more quote: "*Cooler than an iceberg with shades.*"

Sonic: I can't disagree with that. One of my quotes is: "Definitely the most sensible thing you've said so far!"

Microdroid: You weren't always so cool, were you?

Take us back to the beginning and tell your new fans about your origin.

Source: I can't disagree with that. One of my quotes is "2. Definitely the most sensible thing you can do is 50/50."

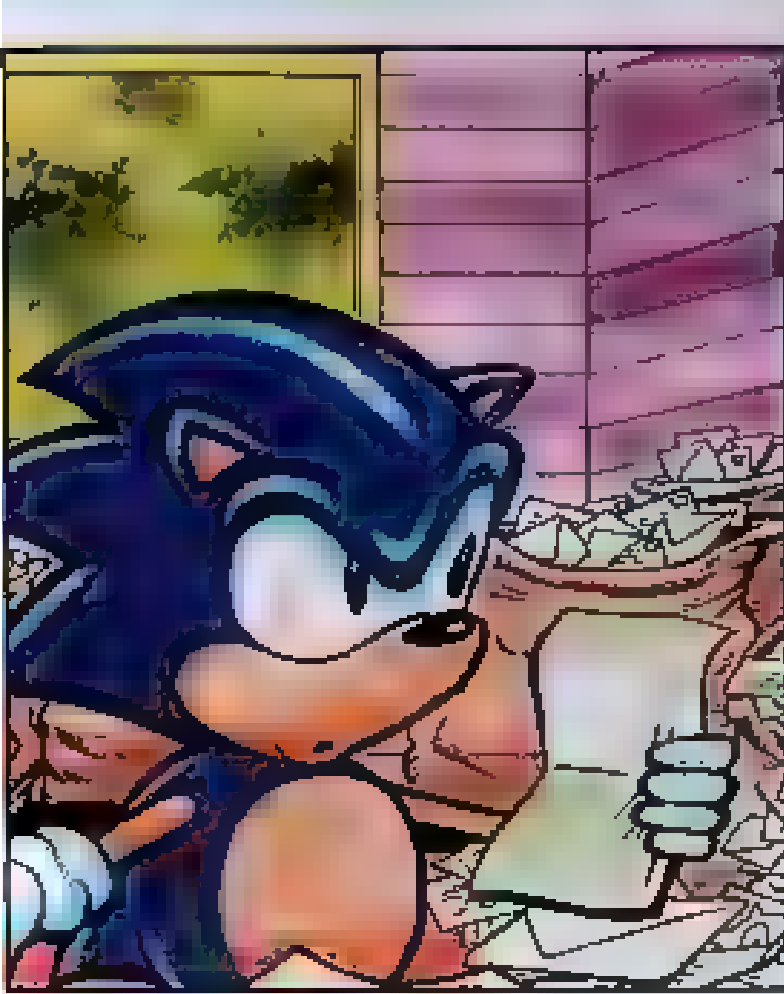
Microdroid: You weren't always so cool, were you? Take us back to the beginning and let your new fans about your origin.

Microdroid: You weren't always so cool, were you? Take us back to the beginning and tell your new fans about your origin.

Sonic (Yawn) It's been said before that whilst digging through a hill, as an inquisitive young brown hedgehog, discovered Doctor Ovi Kintobor's laboratory. Kintobor was working on a device called the Retro-Orbital Chaos Compressor at the time

Microdroid. Ah, yes, a machine that could absorb all the evil in the Green Hill Zone.

Sonic: So you can read too, chrome chops! Anyway Knuckles gave me my power sneakers and had me racing supersonic speeds on an experimental readmi! It was passing the speed barrier that caused me to change into the real, blue, dude, you see in front of you. Next question?



Microdroid: "We got some more fan mail here for you to answer."

Sonic: "Sure, fire away."

Microdroid: "Do you have any faults?"

Sonic: "Only one - I'm far too modest!"

Microdroid: "Do you ever have time to eat or sleep?"

Sonic: Sure, fire away

Microdroid: Do you have any faults?

Sonic: Only one - I'm far too modest!

Microdroid: Do you ever have time to eat or sleep?

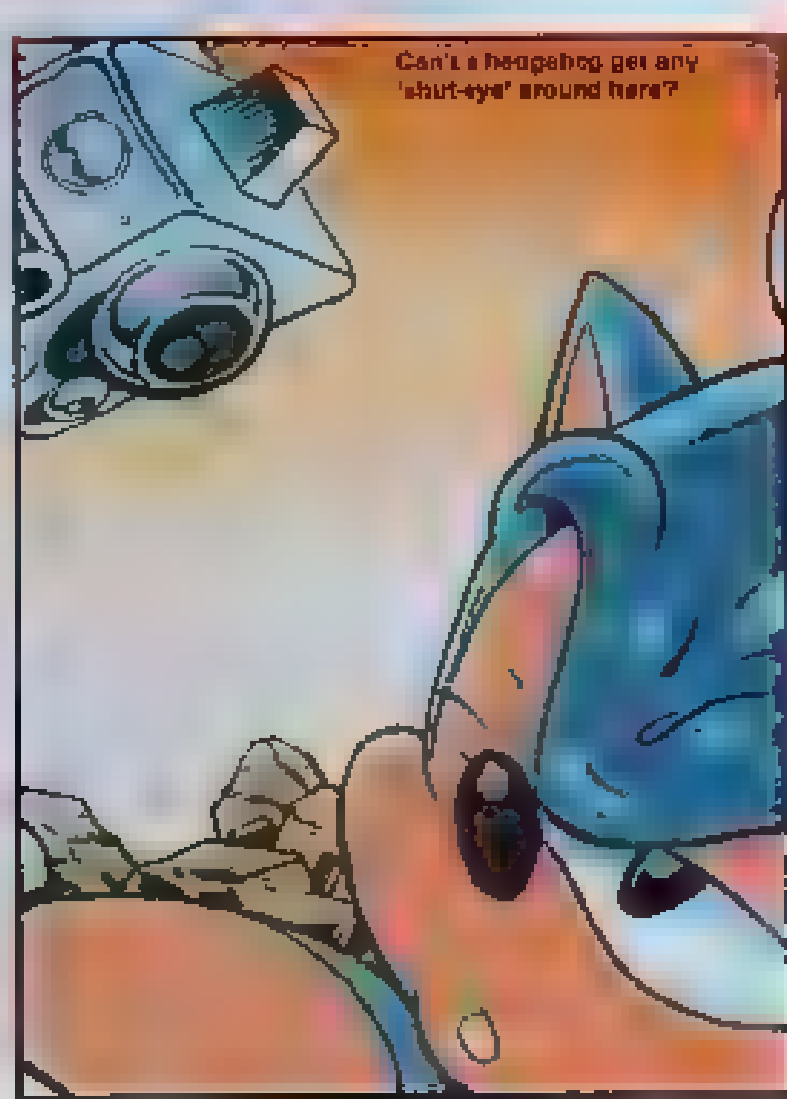
Microdroid: Do you have any faults?

Sonic: Only one - I'm far too modest!

Microdroid: Do you ever have time to eat or sleep?

Microdroid: Do you ever have time to eat or sleep?

Microdroid: Do you ever have time to eat or sleep?



Sennin: I eat as fast as I can run! I have a soft spot for healthy food like chili dogs and gumballs, but that's no big deal. I do sleep sometimes, but always with one eye open just in case of surprise Badnik attacks!

Microdroid: Wa robots don't need sleep at all, you know.

Sonic: Is that so? Well, you don't need a slap round the metal head either, but you ~~are~~ *are* a little like me.

Microdroid: Er no that won't be necessary! Moving on if you could have one wish what would it be?

Sonic: That I remain the ever brilliant blue speedster, I am today!

Microdroid: Will you ever defeat Doctor Robotnik once and for all?



Sonic: I've always beaten him, but only by a stroke of luck. He is a genius, and one day soon, he could just come up with the invention to finally defeat me.

Microdroid: Do I detect a shred of fear in your voice Sonic? That doesn't sound like you.

KEER-RASSSHHH!

Sonic 2: That's because he's not me, metal head.

Microdroid: Reporting live at the scene, there appears to be some confusion. A second Sonic has just crashed into the interview room. They must be battling for the honour of being interviewed by me.

(Real) Sonic: Dream on, motor mouth! There's only one Sonic the Hedgehog, and that's me! This fraudster you've been questioning, is really one of Doctor Robotnik's robots!

Microdroid: Over! The real Sonic is now crashing the Sonic droid to a pulp. Wires and cogs are flying everywhere.

(Real) Sonic: You should have known the Public Relations Agency of Mobius is a front for that egg-brained meddler, Doctor Robotnik! How could you have mistaken this impostor for me? He's not even the right shade of blue!

Microdroid: My humble apologies Sonic. Er now that you're really here, any chance of an interview?

(Real) Sonic: I doubt your circuits are up to the task! I'm a fast talking, ever moving super hero. Follow this if you can, *"I can speak really fast when I want to and I reckon you can't keep up am I right?"*

WARNING! WARNING! CAN NOT RECORD ALL DATA!

Microdroid: I didn't understand a word of that! Slow down, I'm having problems saving this.

(Real) Sonic: *"I don't have the time to sit down for the press! I'm far too busy making the headlines with my adventures so keep out of the way while I get on with this super hero business."*

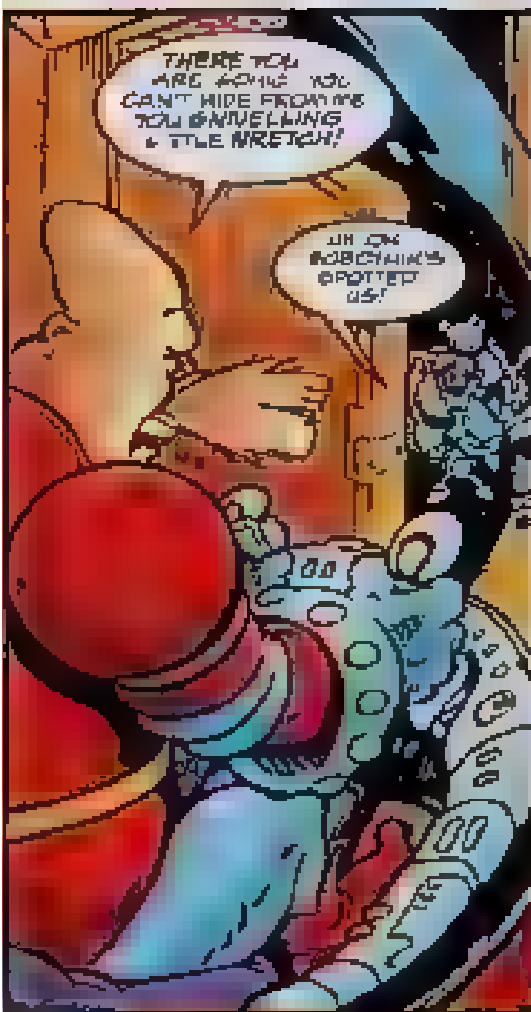
WARNING! CIRCUIT OVERLOAD!

UNABLE TO RECORD AT THIS SPEED!

EMERGENCY SHUT DOWN! EMERGENCY SHUT DOWN!

NOTE TO READERS

This is all the information we could salvage from our robo-journal, Microdroid. He is currently recuperating and being upgraded although it is unlikely he will ever be trusted with another high profile project, like this again!



THERE YOU ARE AGAIN! YOU CAN'T HIDE FROM ME YOU BRIVELLING & TLE WRETCH!

OH SON ROBOTNIK'S SPOTTED US!



TAILS, GET THE EMERALD HILL GUYS OUT OF SIGHT

WILL DO SONIC!

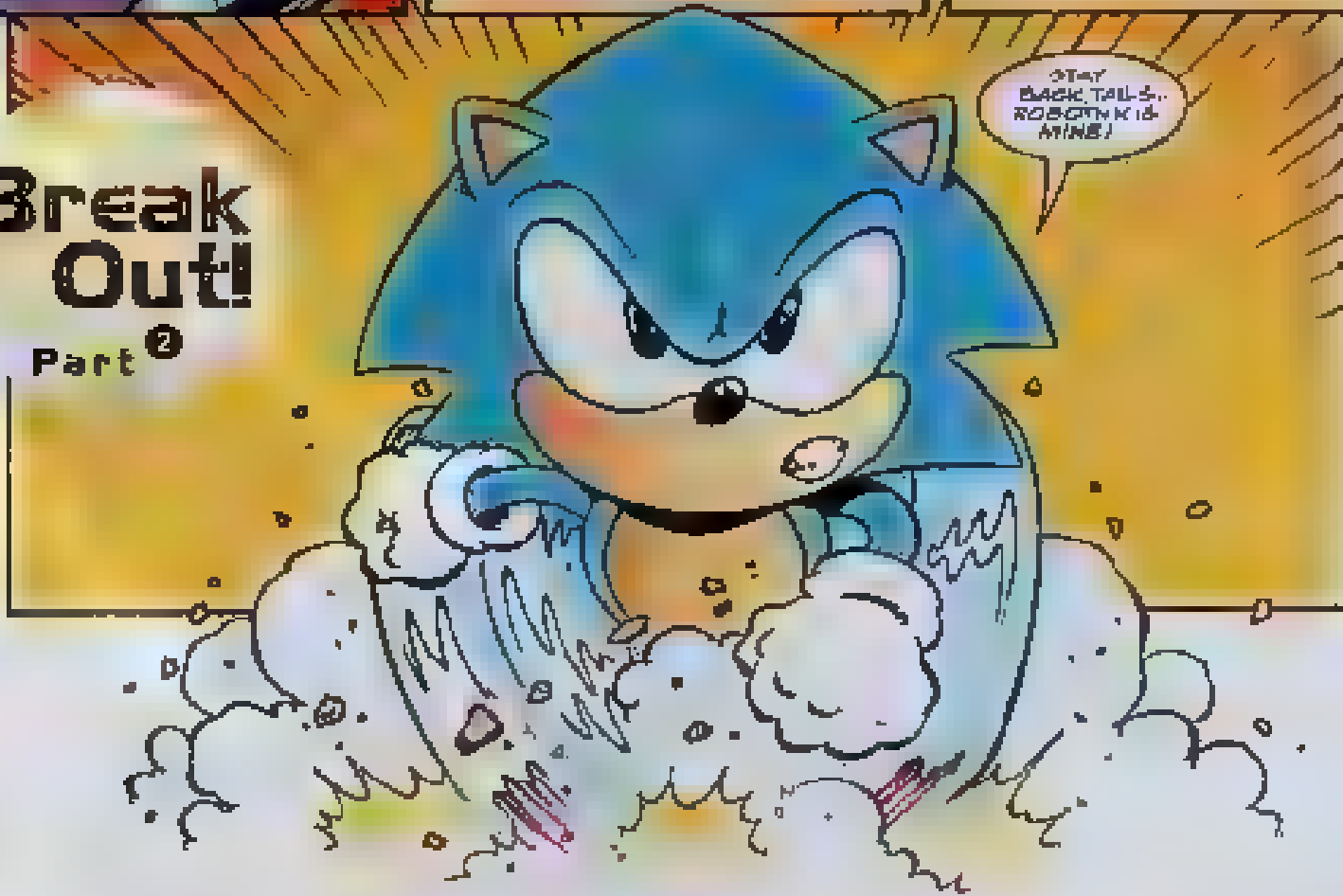


QUICKLY IN HERE!

I SURE HOPE ROBOTNIK HASN'T NOTICED THE CARDMAN, OTHERWISE HE'LL DISCOVER THAT SONIC TRAVELS ROUND MOBILE'S DISGUISED AS BOB BEAKY AND HIS TRAVELLING CIRCUS

Break Out!

Part ②



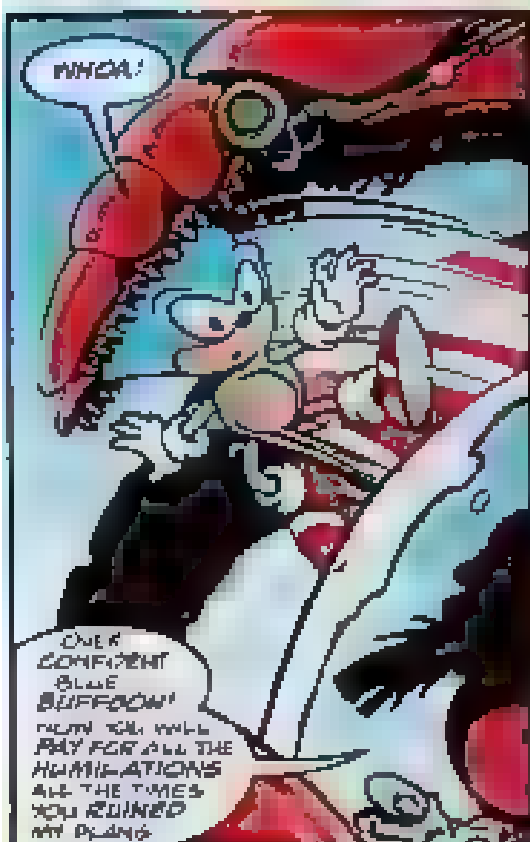
STAY BACK TAILS... ROBOTNIK IS MINE!



CAREFUL
SONIC THAT MEAN
MACHINE LOOKS
TOUGH!



NO SWEAT,
TAILS. THIS THING
CAN'T GOING TO
GIVE ME ANY TROUBLE
AT ALL



WHOA!

OVER
CONFIDENT
BLUE
BUFFOON!
NOW YOU WILL
PAY FOR ALL THE
HUMILIATIONS
ALL THE TIMES
YOU RUINED
MY PLANS

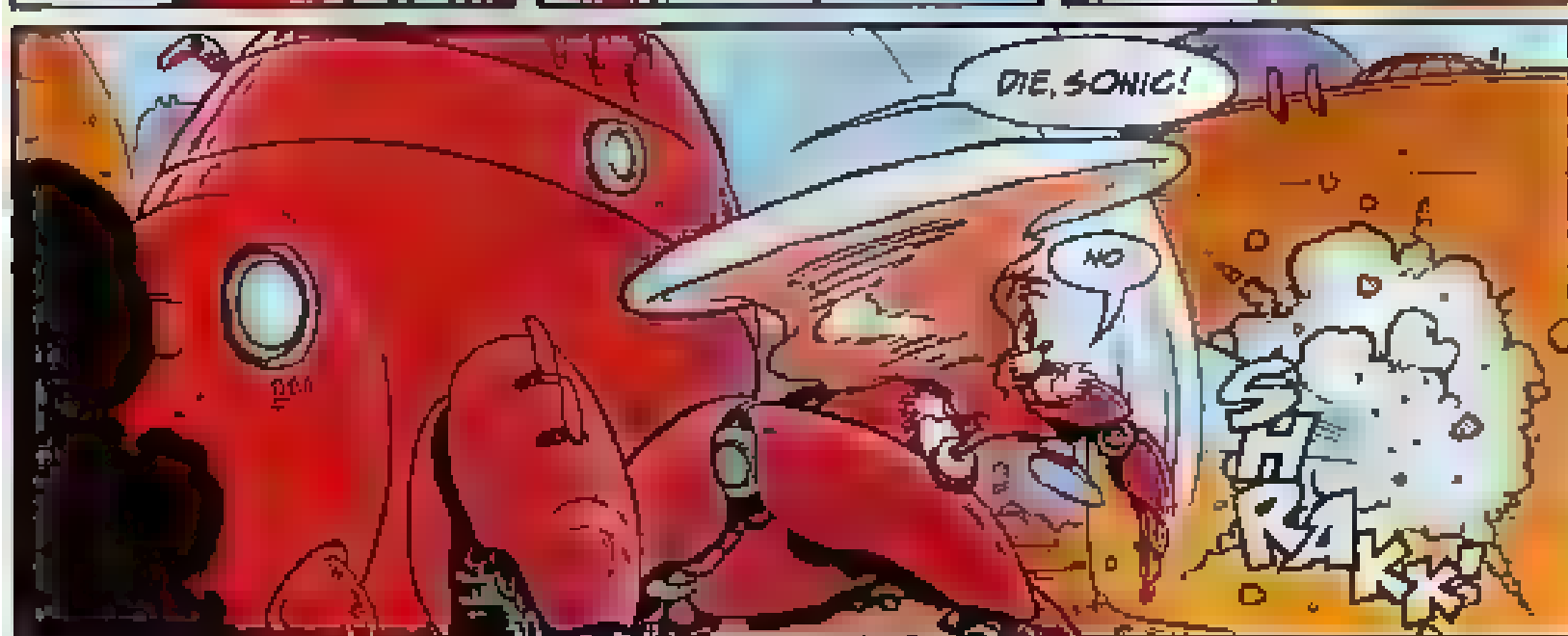


WELL SINCE
YOU SEEM TO HAVE
REALIZED ME HIS
TIME AND EXPLAINING
HOW YOU TRACKED
ME HERE?

ANY NOT? IT
MAKES NO DIFFERENCE
IN SECONDS YOU WILL BE
DESTROYED!



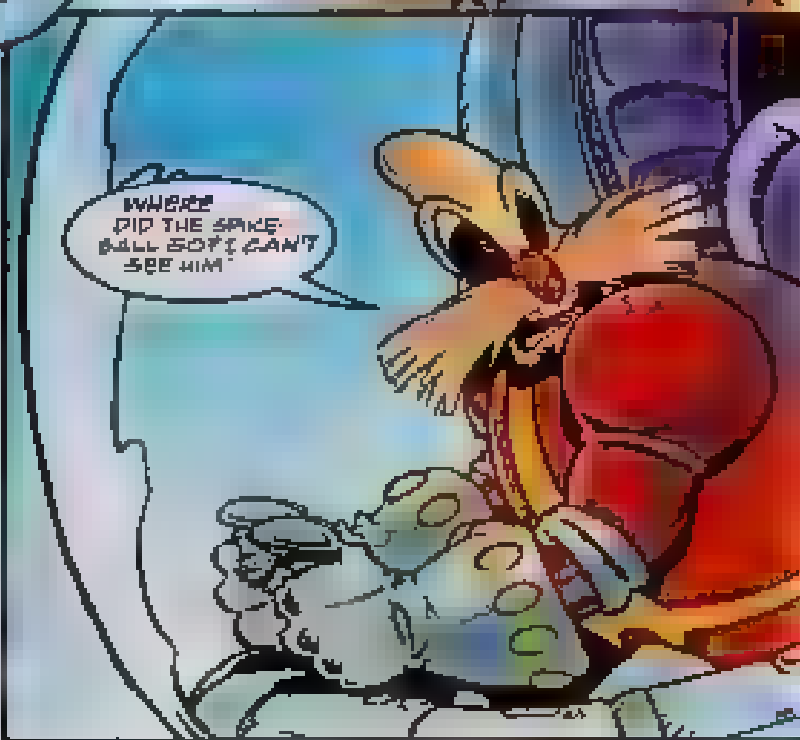
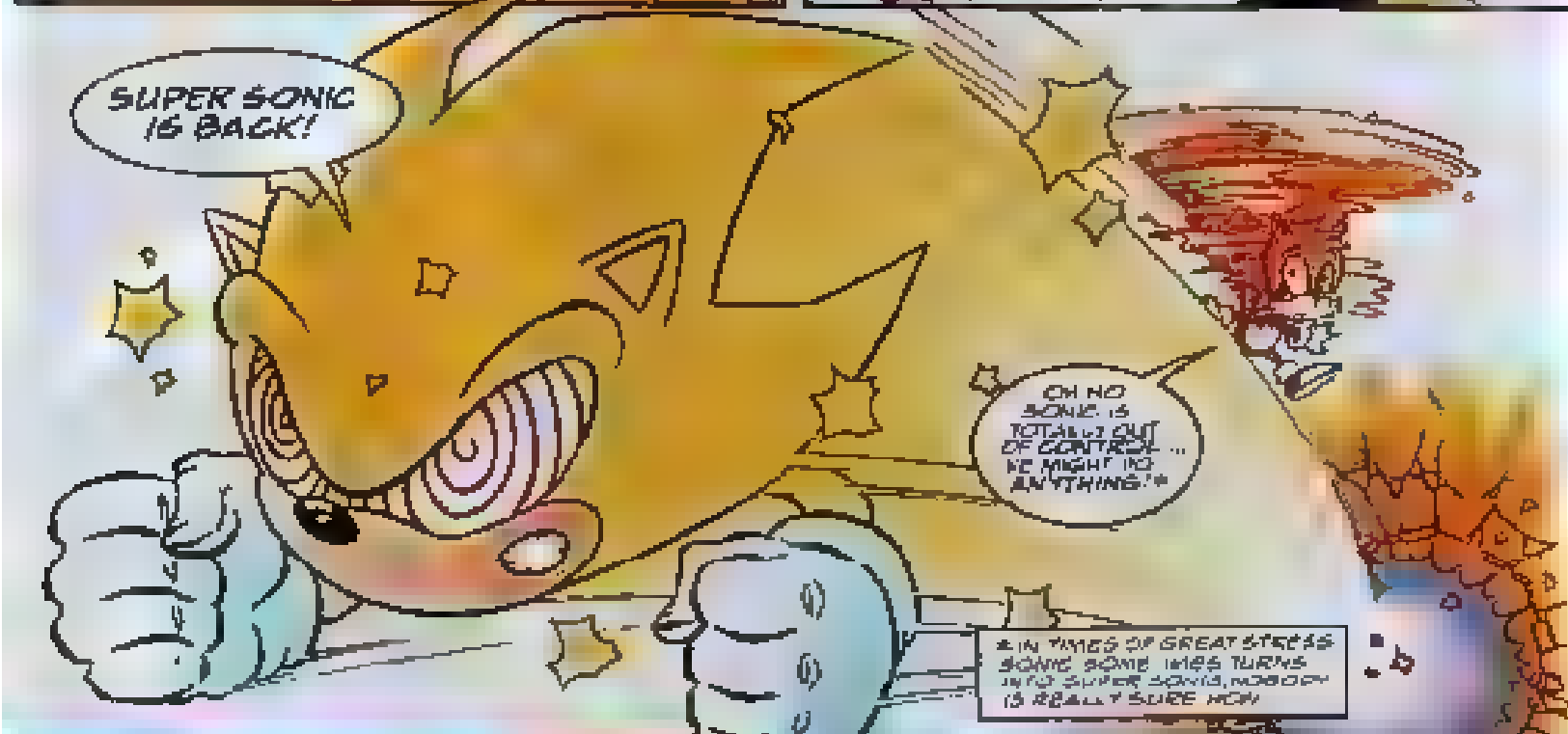
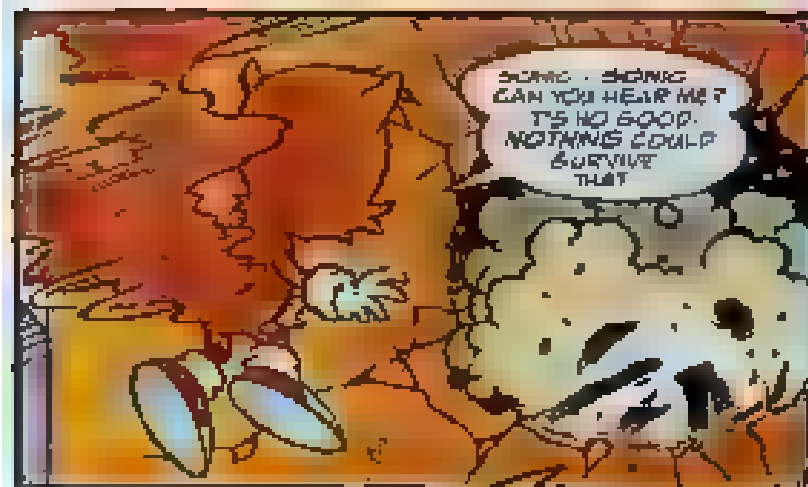
I'VE GOT TO
HELP SONIC. I'M HIS
ONLY CHANCE

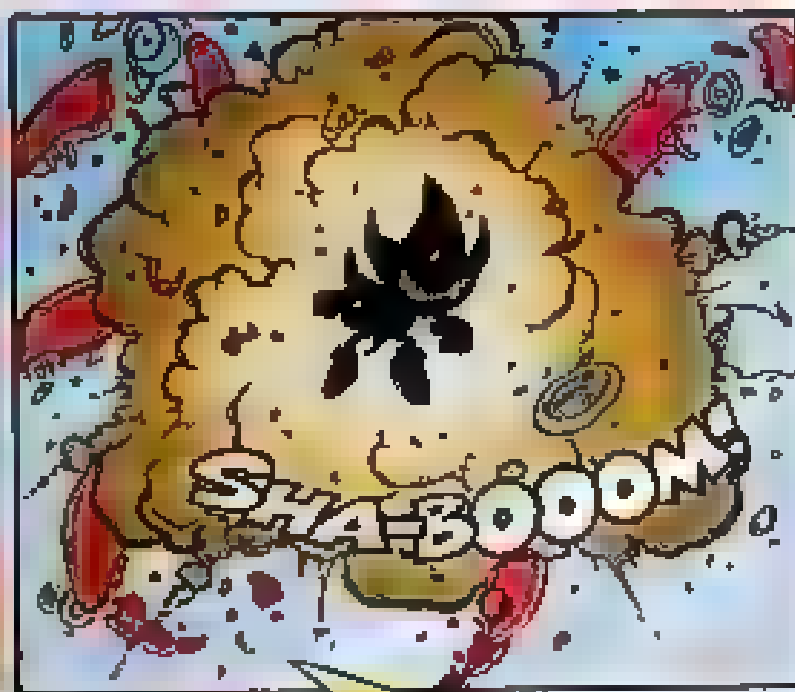
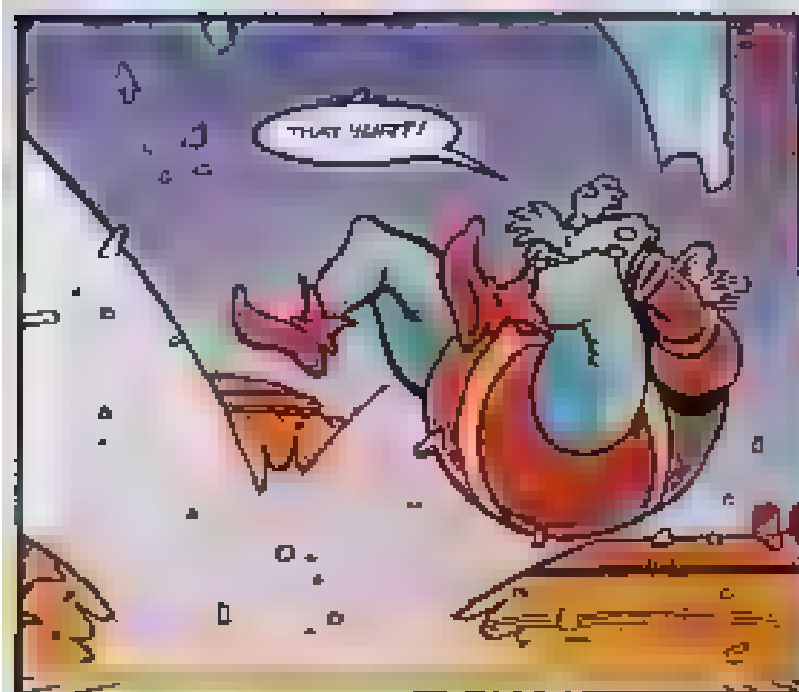
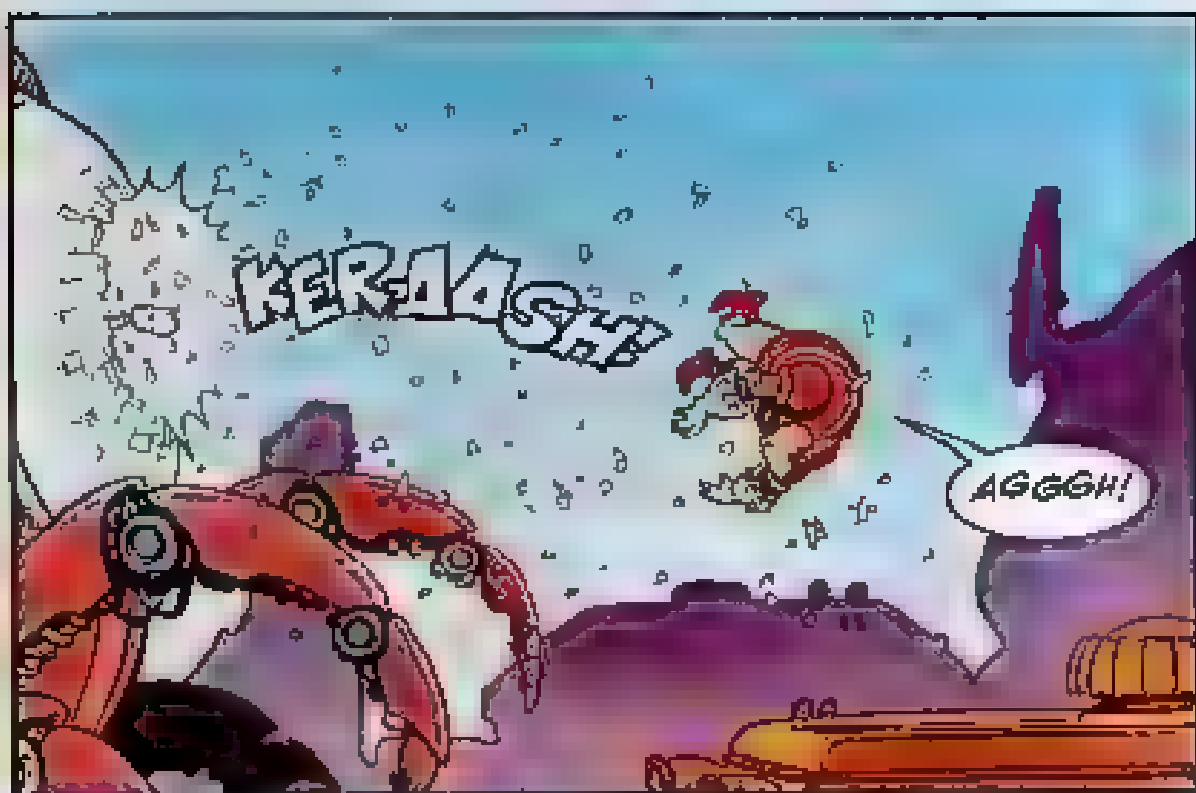
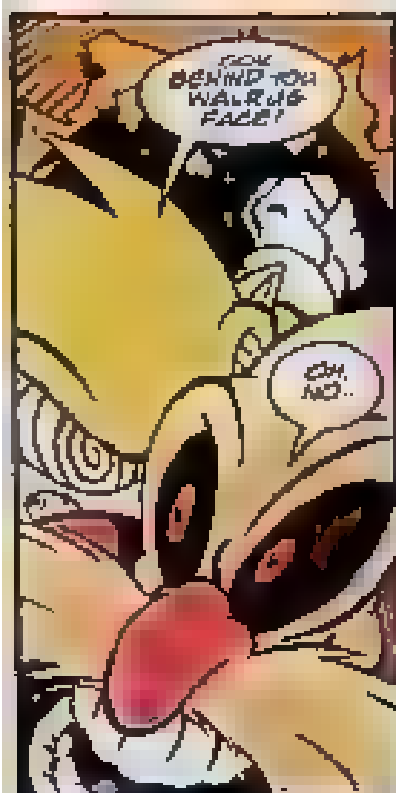


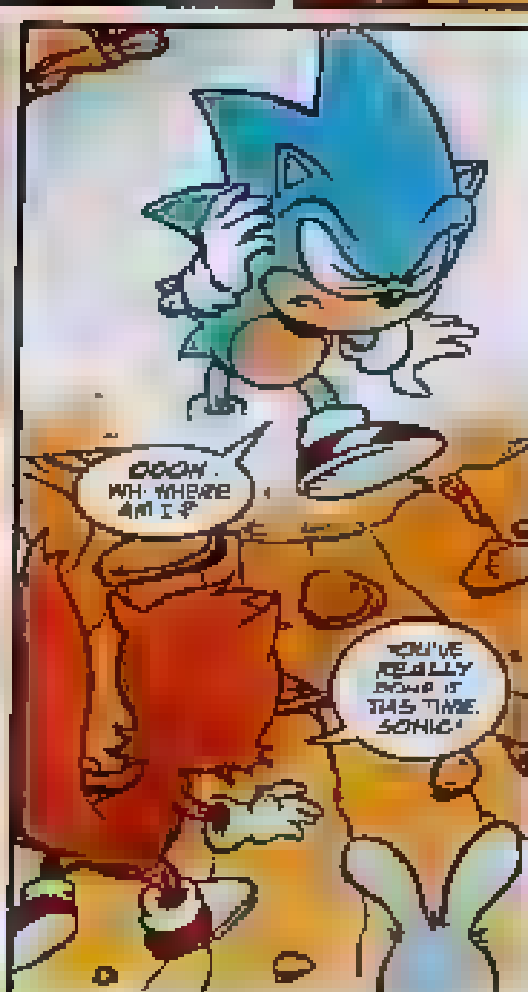
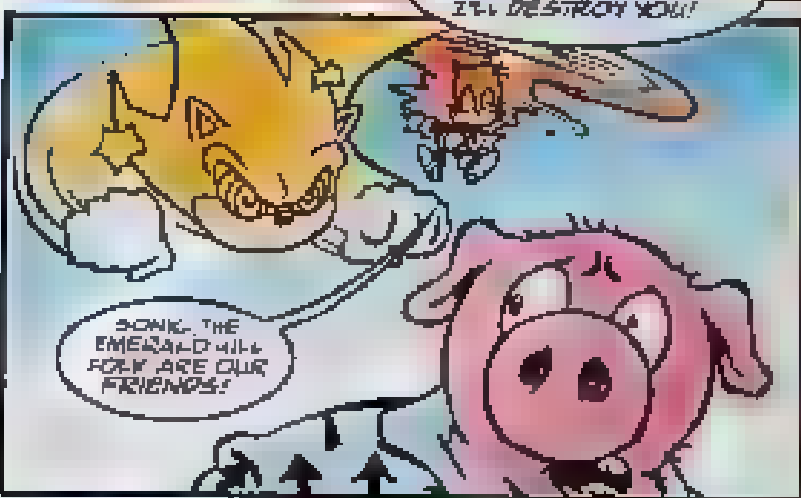
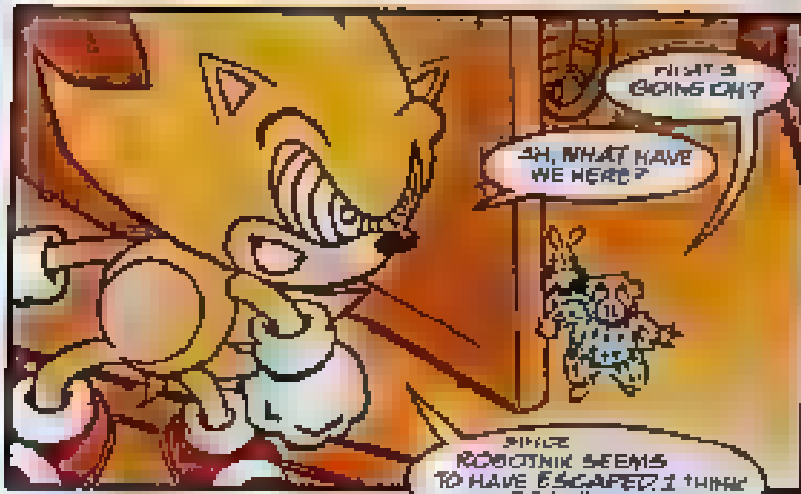
DIE, SONIC!

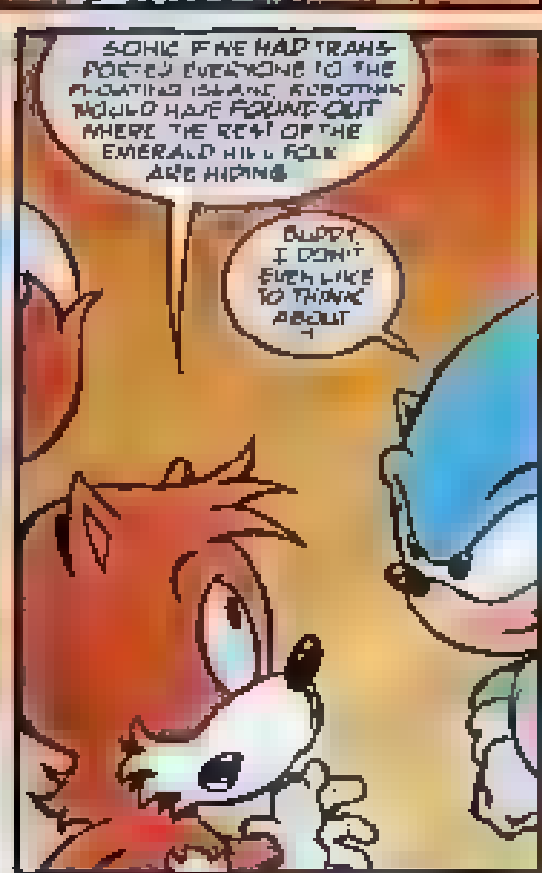
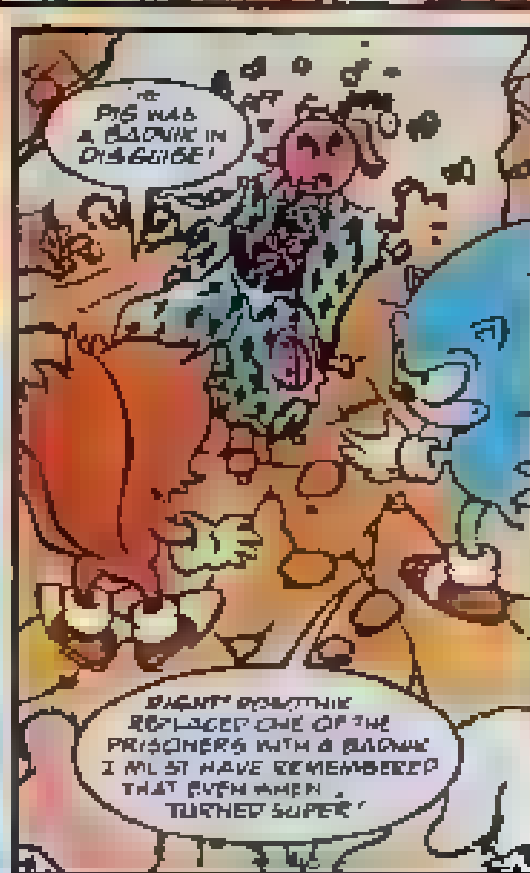
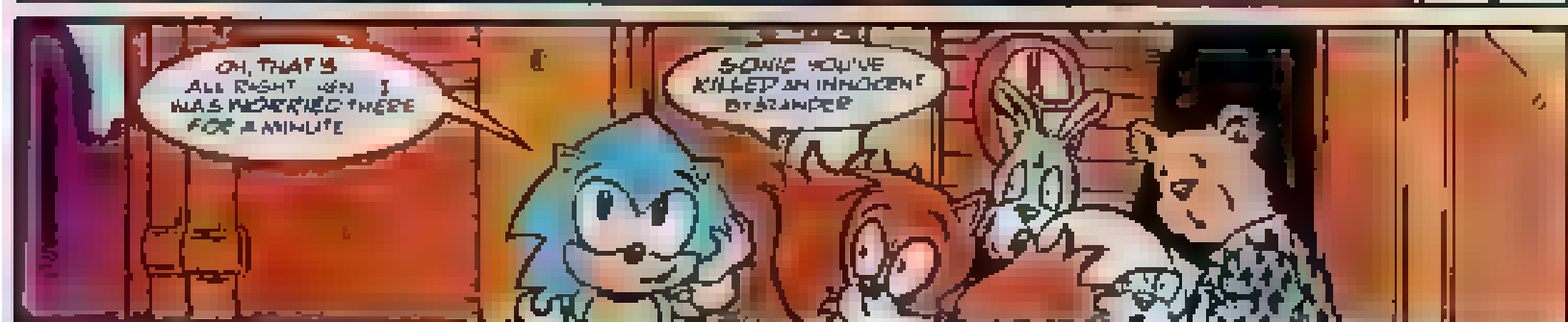
NO

SHRAK









Out on this SEGA WORLD!

Get ready for the largest, interactive, indoor theme park on this planet! Based on Japan's *Joypolis*, which opened in 1994, *Segaworld* will be a unique, totally themed environment guaranteed to send your thrill circuits in to overdrive!

ESCALATING EXPERIENCE



Arriving at the gateway of *Segaworld* you will be confronted with the awesome Rocket Escalator Europe's largest, above ground, see-through escalator, travelling up an incredible seven floors (waa-haayy) On reaching the top floor, this is where the fun begins, as you work your way down each themed floor

SONIC LEADS THE WAY

Keep your eyes peeled as Sega's number one star Sonic, pops up in various guises and zones throughout *Segaworld*: the hedgehog knows no bounds when it comes to action-seeking! What's more, you'll stare in wonderment at how the zones have been artfully created, to fit in with the Sega games featured within

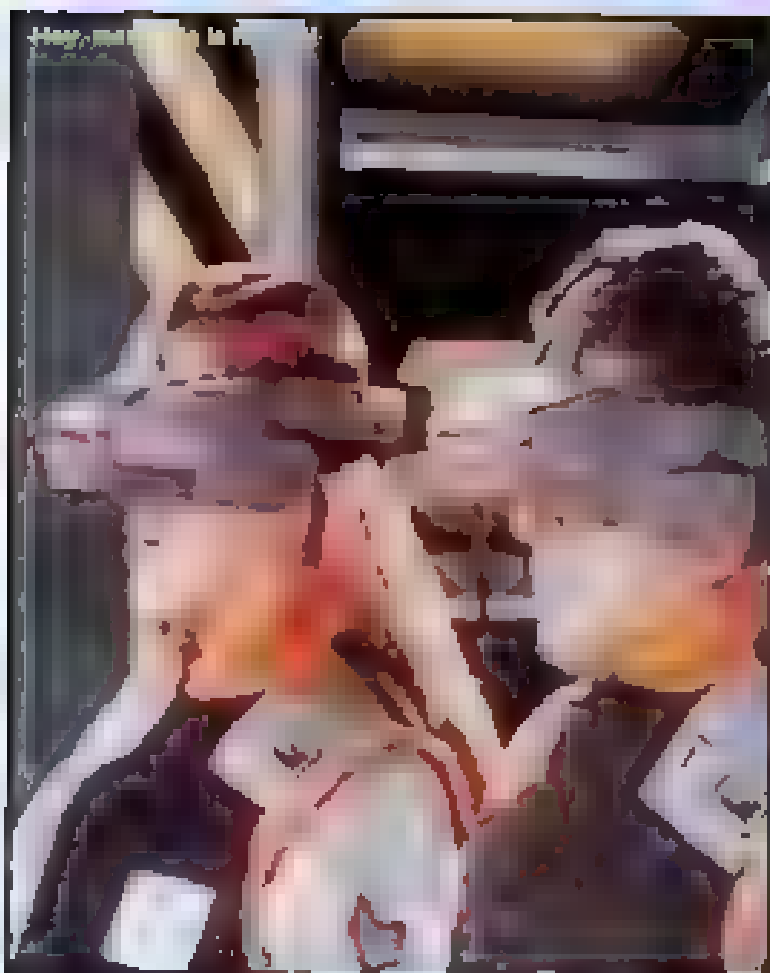


THEMED ZONES

The Carnival	A feast of fun, with Sonic the Hedgehog
Sega Kids	Hedgehogging the limelight again!
Sports Arena	Plenty to keep you on the ball here.
Flight Deck	A high flying gravity defying time
Race Track	Room Road hog rage, with Sega Rally
Combat Zone	Virtually fighting fun.



If you don't know what, where, and when Segaworld is, then you're SO-OOO un-cool! It's the most exciting phenomenon since a certain super, blue, hedgehog hit the scene, and it launches into action this Summer at the Trocadero, in Piccadilly Circus, London. Sit tight, as we give you a taste of things to come ...



HI-TECH RIDE EXPERIENCE

Aqua Planet

Underwater adventures, not to be splashed at!

AS1-Simulator

Pit your wits and piloting skills...

Beast of the Desert

Put your nerves to the ultimate test!

Ghost Hunt

You'll be a ghoul to miss it!

Virtual Reality

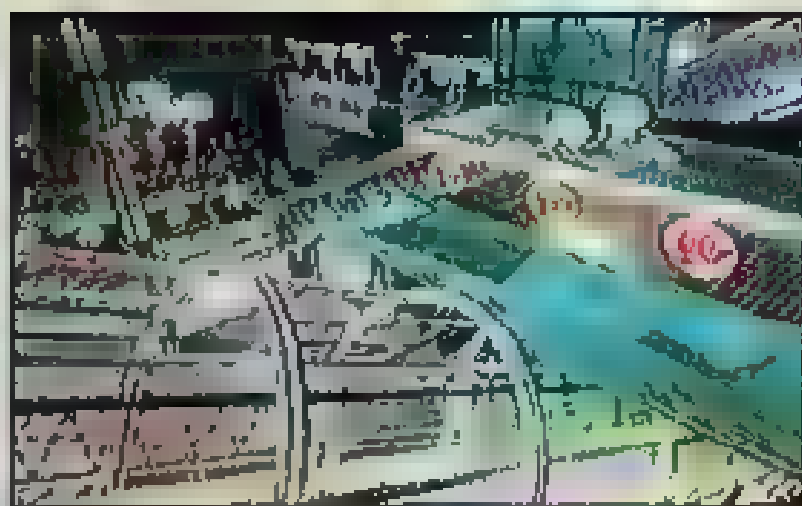
Segaworld's difference

Space Mission

Lift off, for astronomical action!

RIDING HI-TECH

The Segaworld experience, will provide entertainment for all the family. Everyone, kids and parents alike, will be able to experience no less than six hi-tech, interactive rides exclusively designed and built for Segaworld. Some rides require special head-gears to be worn, complete with a Mega Visor Display (MVD). Looking through the MVD, visitors will see 3-D virtual reality images of the themed surroundings. So, if you happen to go on the Aqua Planet ride, you'll soon think, feel and behave, like you're swimming underwater! Incredible... or what?



It's estimated that on average, it will take up to four hours to experience all the rides and zones at *Segaworld*. That's pretty heavy going on the old shoes, rather! But don't worry, you won't be left rumbling with hunger either as there will be eating facilities, amenities, and not forgetting the all important, *Segaworld* souvenir shop.

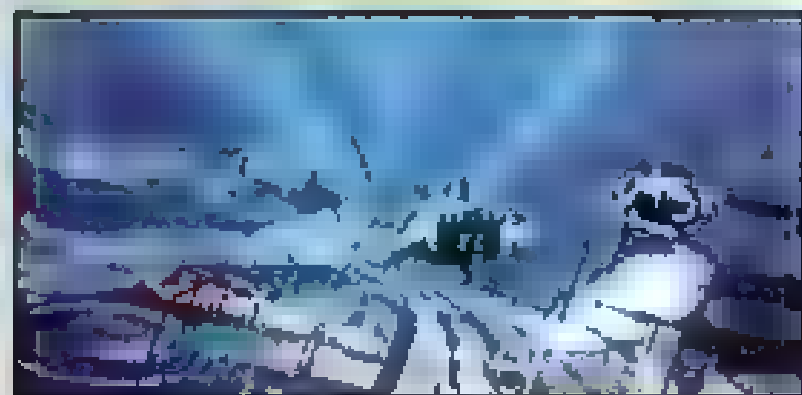


SEGAWORLD: FAR OUT FACTS & FIGURES!

- CAPACITY:** Holds 3,000 visitors at any one time
- SITE AREA:** Occupies 110,000 square feet
- HI-TECH ATTRACTIONS:** \$1 billion research & development cost
- ROCKET ESCALATOR:** 193 steps
- VISITORS EXPECTED IN FIRST YEAR:** 1.75 million

Segaworld, is set to open this August from 10am to 12 midnight, (364 days a year except Christmas). Admission price will be around £10-£15 per adult, with reduced pricing for children.

Make sure you make a date with *Segaworld*, for future family entertainment!



FOR GENERAL ENQUIRIES CONTACT:
0171 439 0581

PLEASE MAKE SURE YOU ASK PERMISSION FROM A PARENT OR THE PERSON WHO PAYS THE BILL BEFORE TELEPHONING

Net surfing readers can find more information about *Segaworld* on the following Web site:
<http://www.segaworld.com>

Sonic V Shortfuse

BAFFIN JOINED GALT SHOCK FUSE
THE CYBERNETIC SAVING HIS
OUTLAW FRIENDS: TAKING THE CANARY
IN HER SPOTWORKS

THE RESULTS
OF THE TESTS ARE
GREAT, SHORTFUSE
YOU'RE AS STRONG
AS EVER

EXCELLENT
THAT'S BAD NEWS
FOR ANY BADNINIS
I MEET

FIND A
DATE TO EAT WHILE
YOU'RE HERE?

I'M A
CYBERNETIC
TECH

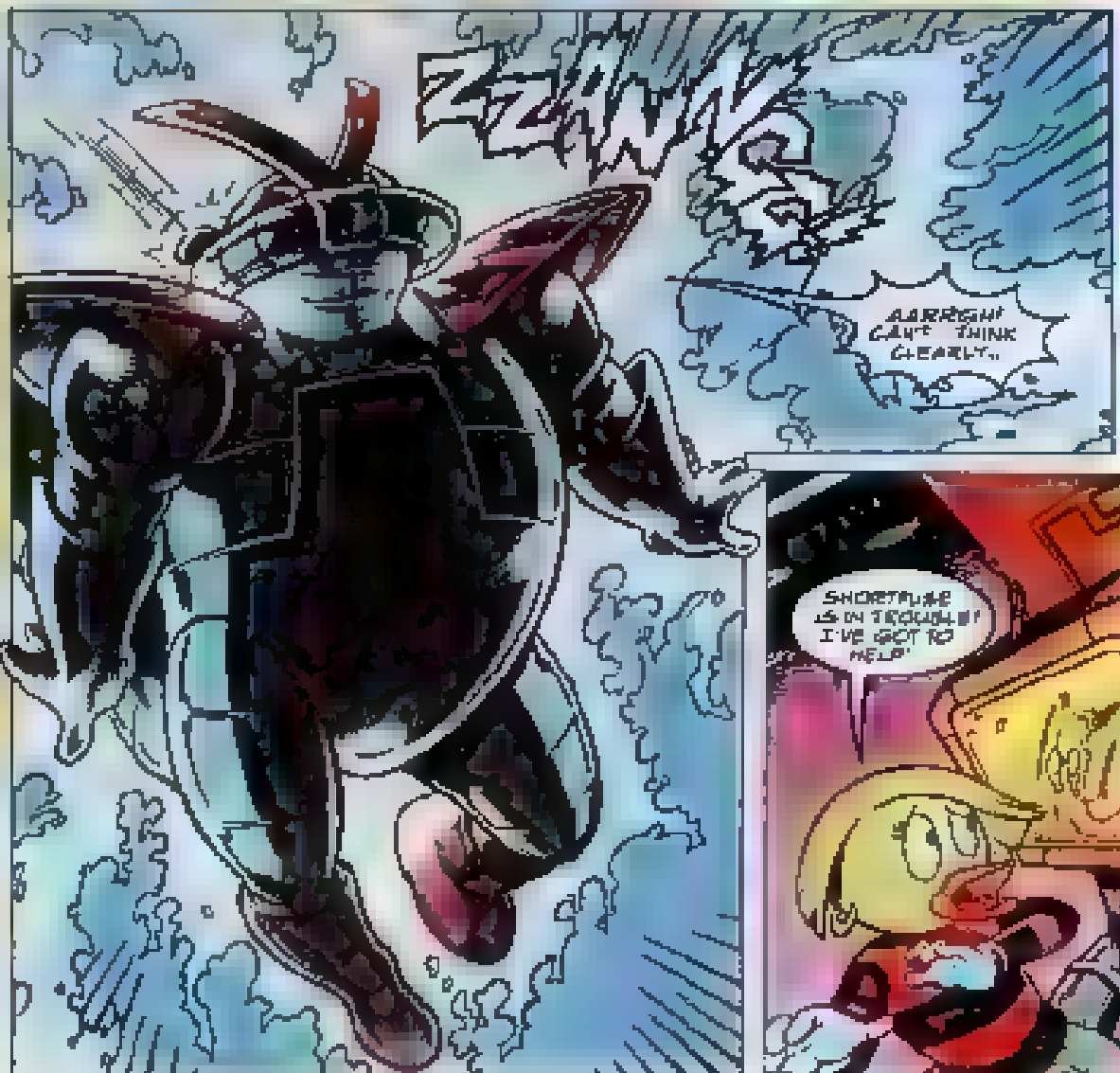
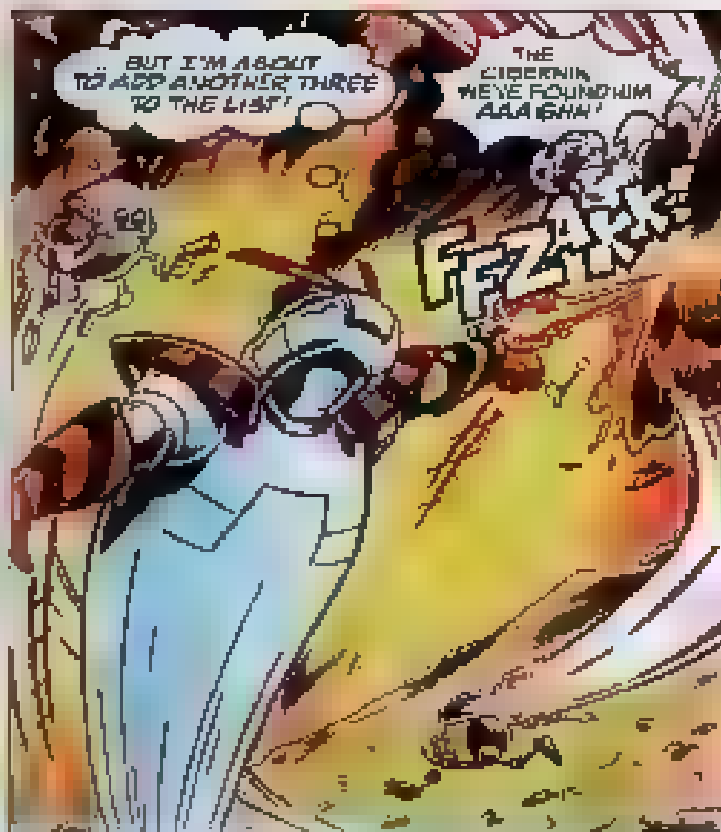
I ABSORB
AND ENERGY I
NEED BY SUNLIGHT
INTO MY SOLAR
RECEIVERS!

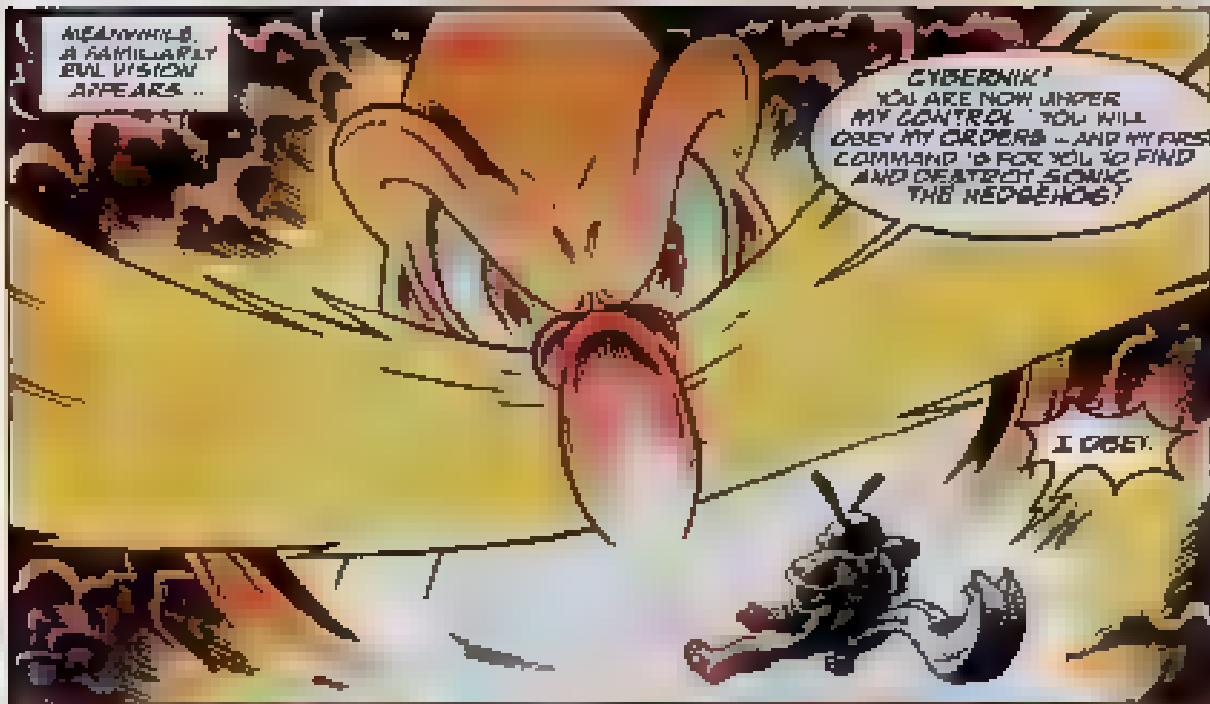
OH YEAH,
SORRY, SHORTFUSE
I... I FORGOT

I WISH
I COULD
FORGET WHAT
IT'S LIKE TO BE
TRAPPED IN THIS
ARMOUR BUT

BEP
BET
KEEP

THE ALARM





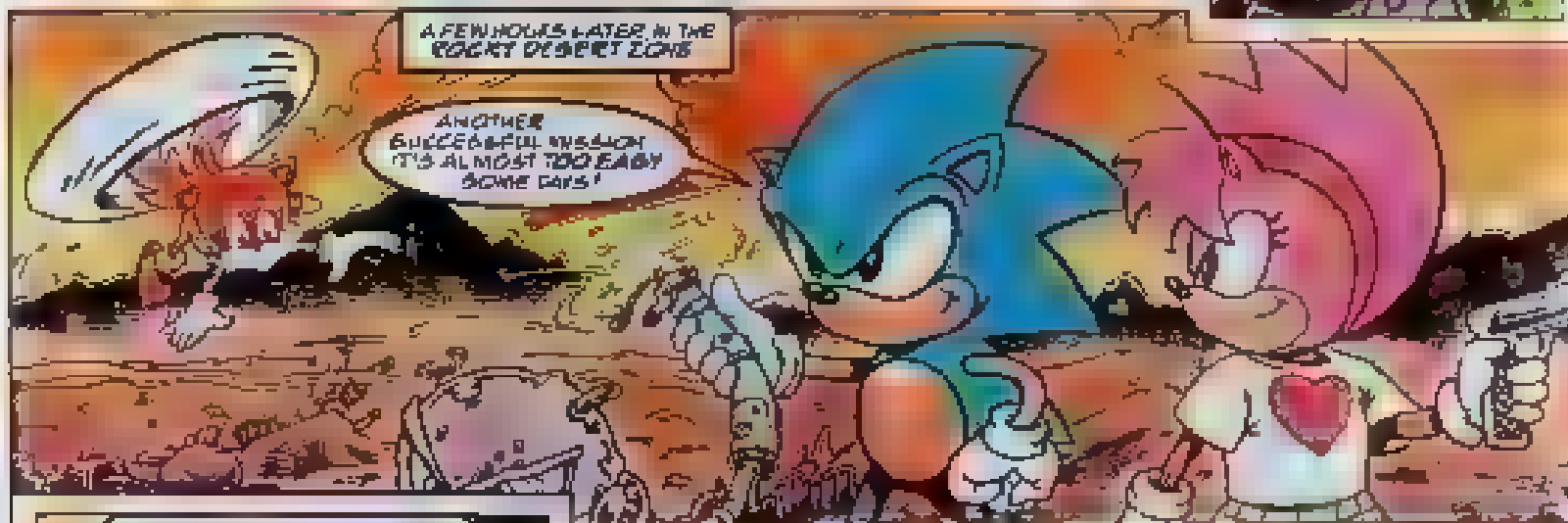
MEANWHILE,
A FAMILIARLY
EVIL VISION
APPEARS ...

CYBERNIK!
YOU ARE NOW UNDER
MY CONTROL. YOU WILL
OBEY MY ORDERS - AND MY FIRST
COMMAND IS FOR YOU TO FIND
AND DESTROY SONIC
THE RED HEDGEHOG!

I OBEY.



SHORTFUSE!
YOU DON'T KNOW
WHAT YOU'RE DOING!
COME BACK!



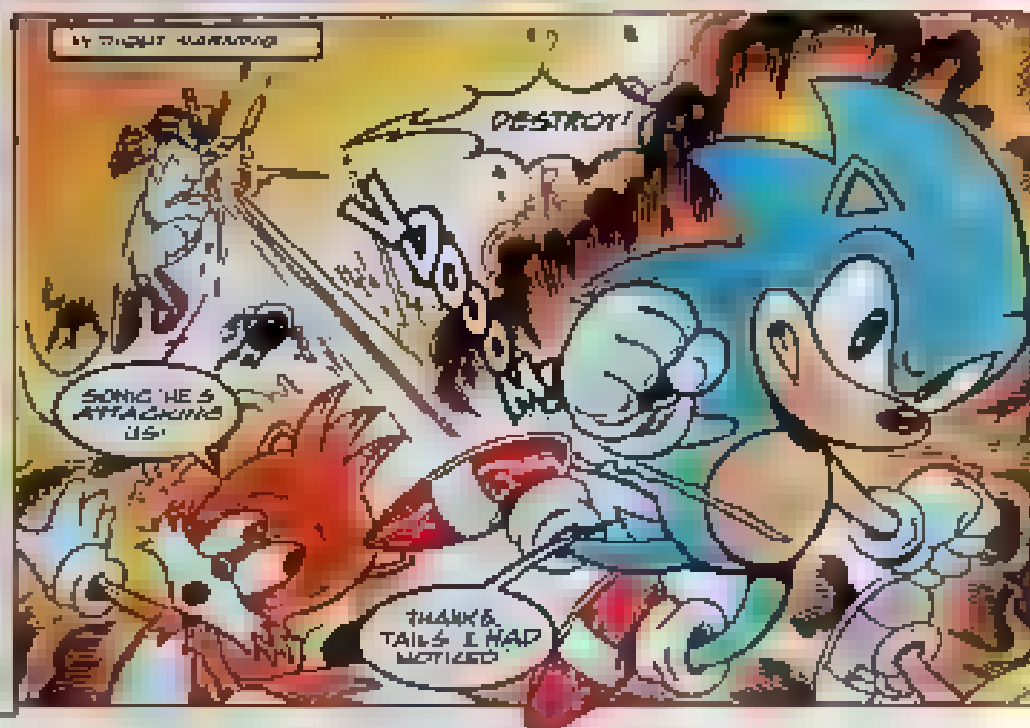
A FEW HOURS LATER, IN THE
ROCKY DESERT ZONE

ANOTHER
SUCCESSFUL MISSION
IT'S ALMOST TOO EASY
SOME DAYS!



LOOK, IT'S OUR OLD FRIEND
SHORTFUSE THE CYBERNIK.

OH YEAH, BUT
WHY'S HE HANGING
AROUND WITH THOSE TWO
BADNKS?

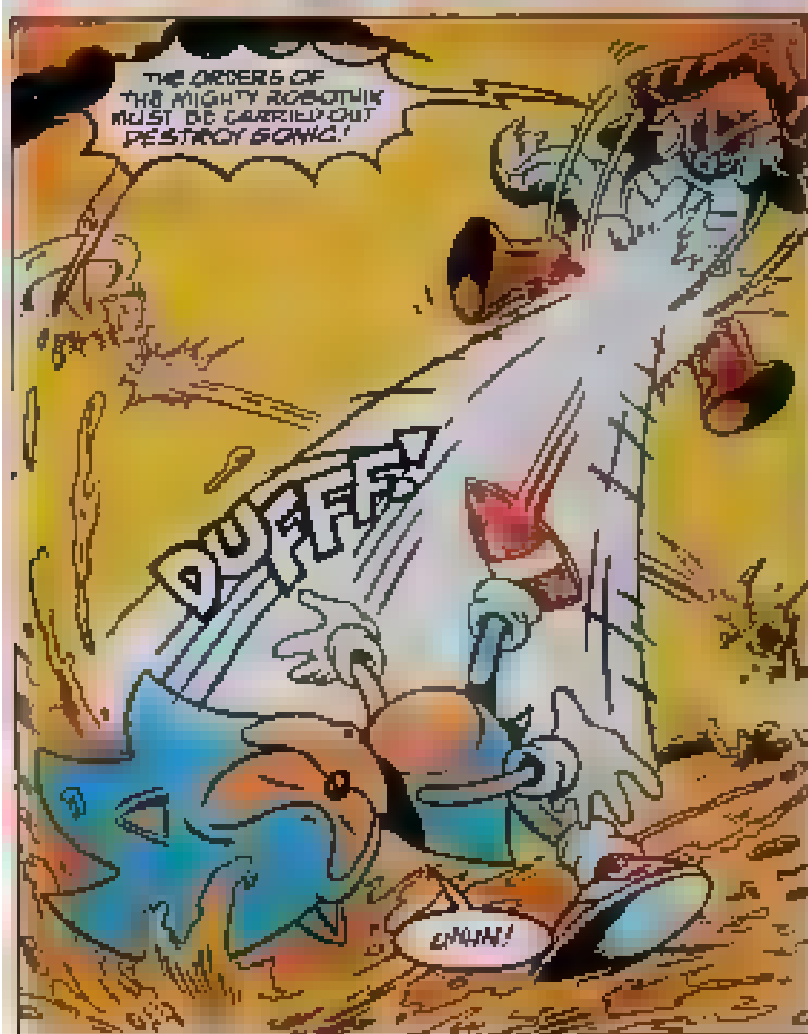
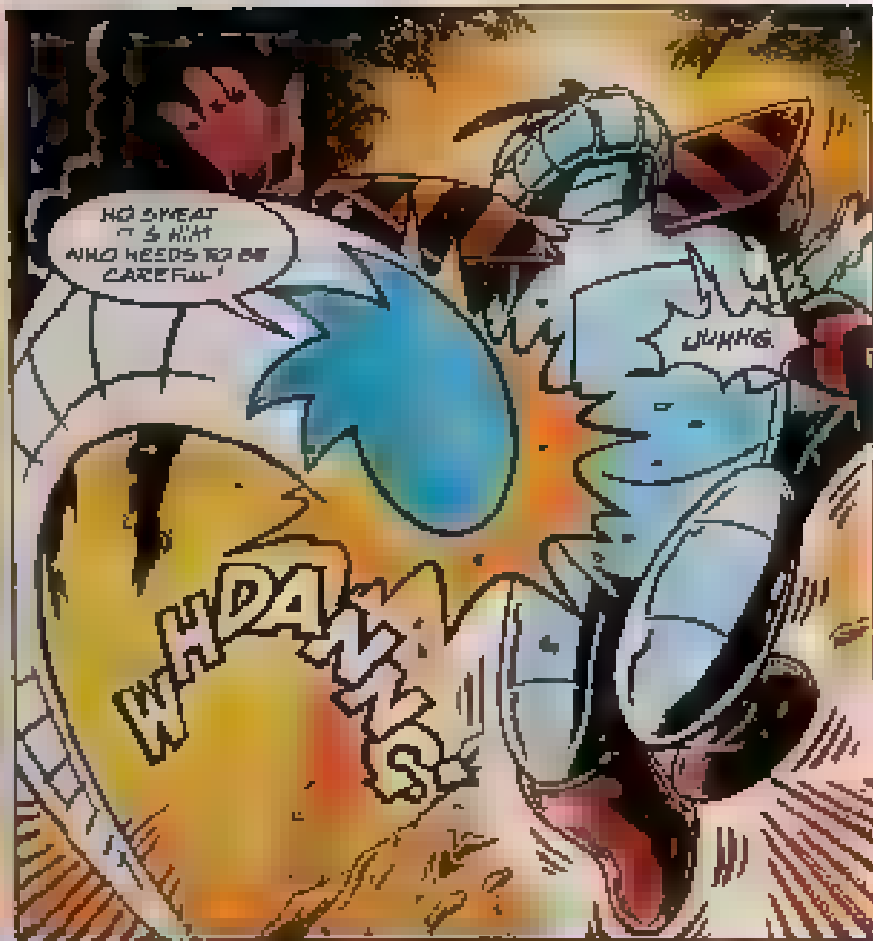


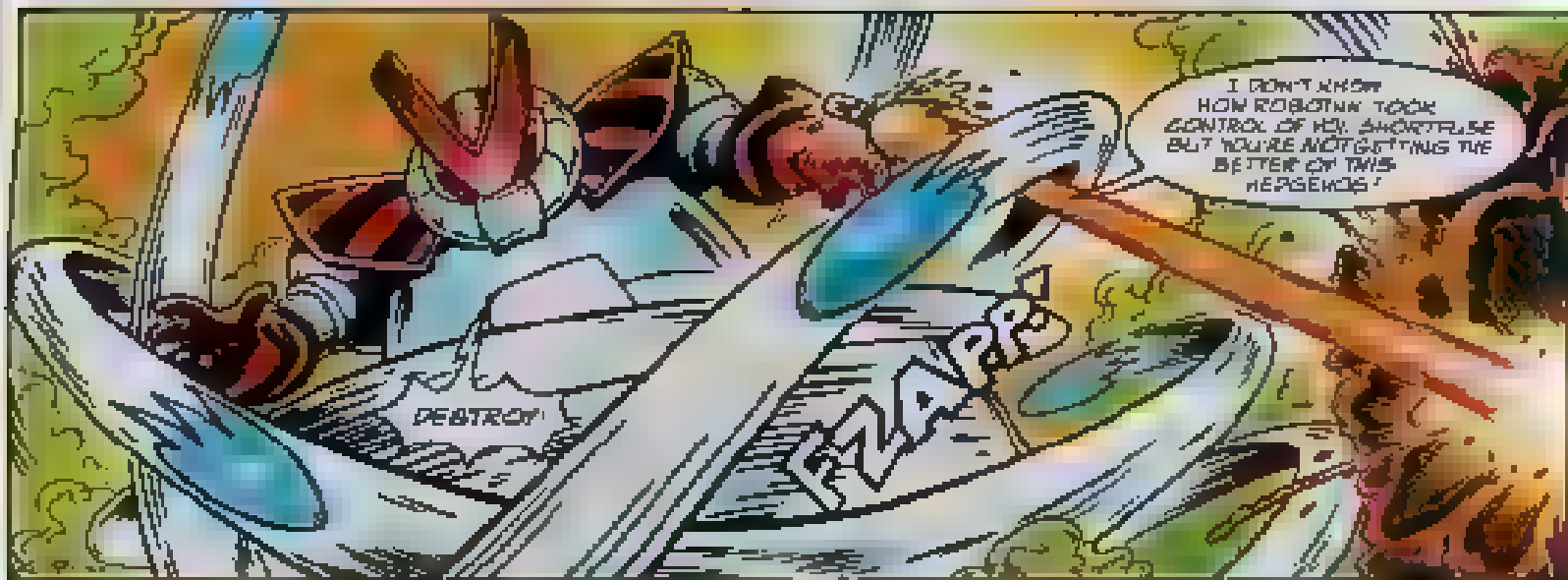
MY NIGHT MARCHING

DESTROY!

SONIC, HE'S
ATTACKING
US!

THANKS,
TAILS, I HAD
NOTICED.



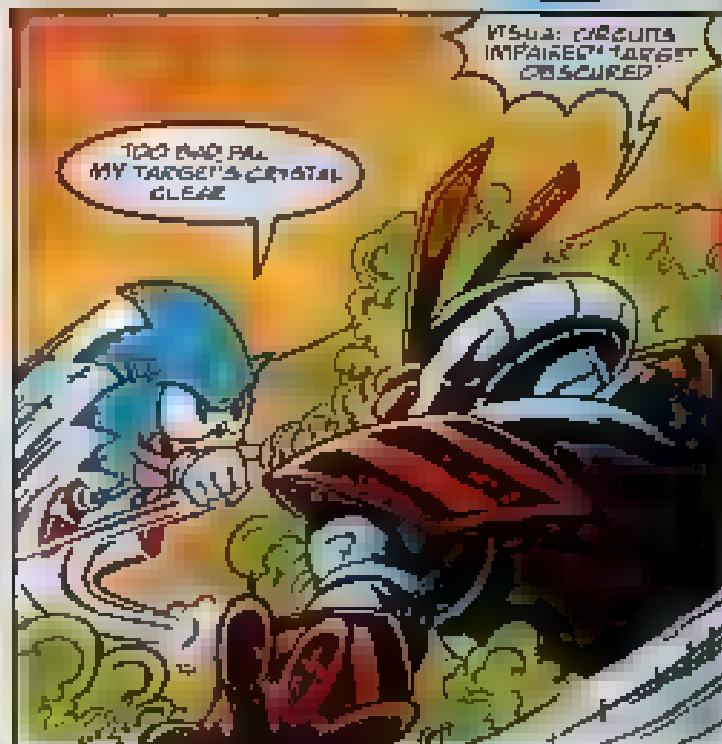


I DON'T KNOW HOW ROBOTNIK TOOK CONTROL OF MR. SHORTFUSE BUT YOU'RE NOT GETTING THE BETTER OF THIS HERESEKOS!



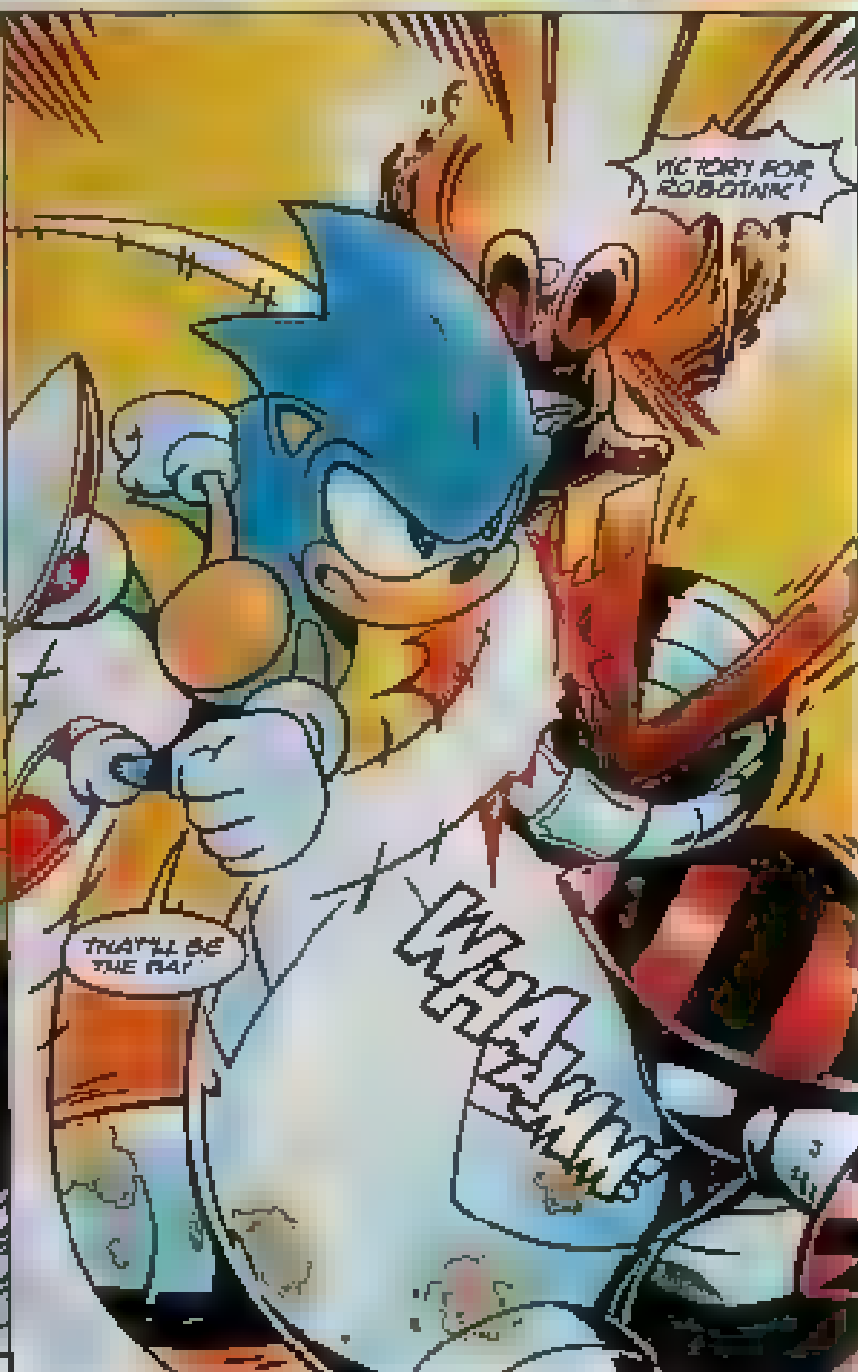
KNOW SOMETHING? YOUR TOPIC OF CONVERSATION HAS BECOME PRETTY UNITED SINCE YOU TURNED INTO A BADGIE

DESTROY ALIGHT! CANNOT SEE



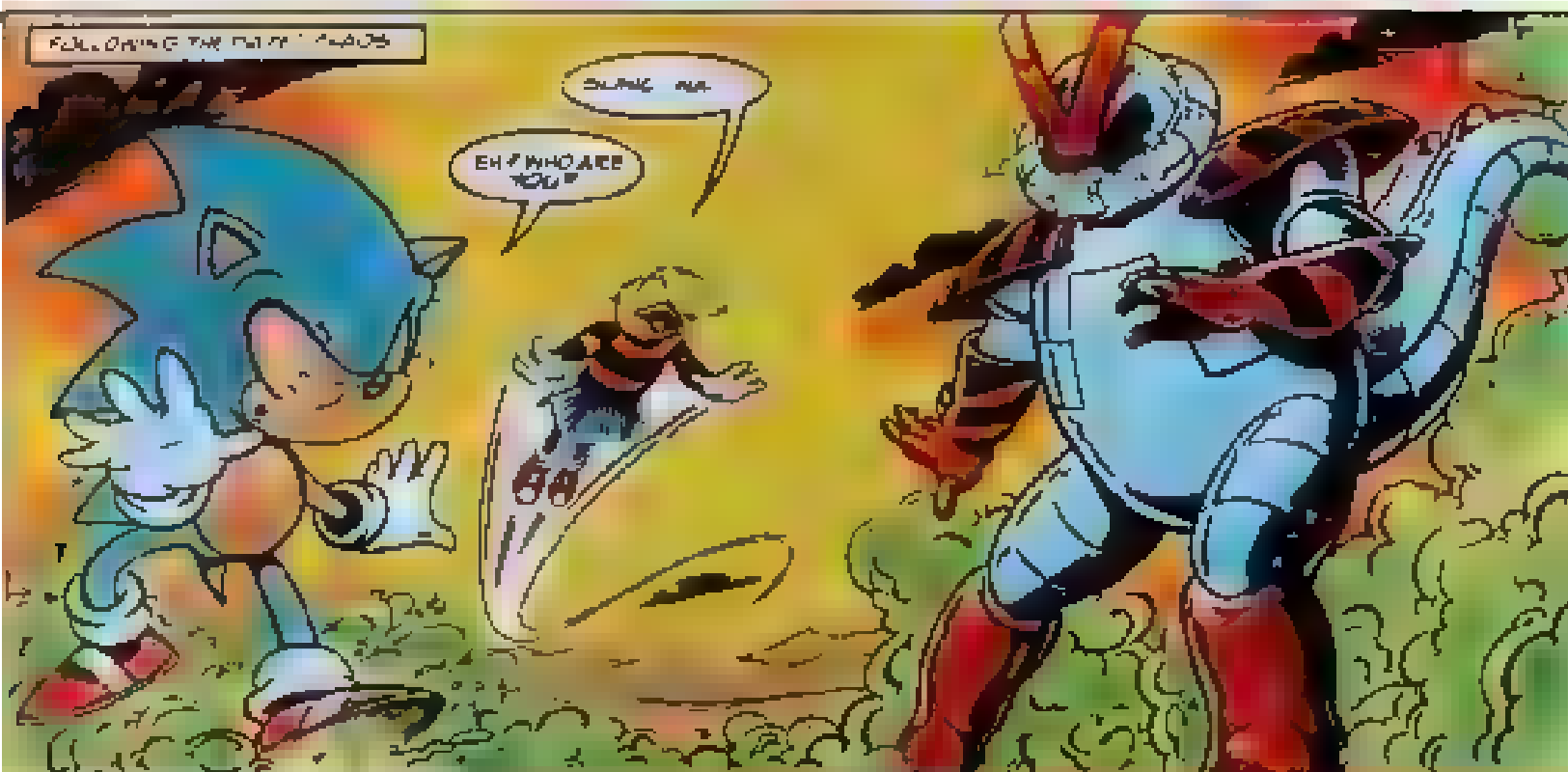
TOO BAD PAL MY TARGET'S CRYSTAL CLEAR

VISUAL: CIRCUITS IMPAIRED, TARGET OBSCURED



VICTORY FOR ROBOTNIK!

THAT'LL BE THE WAY!



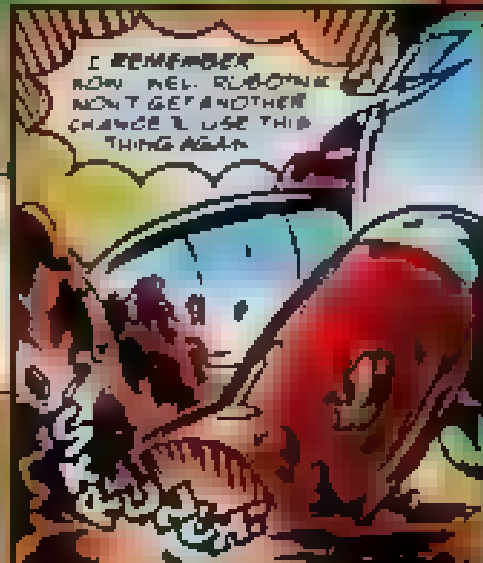
OH NO

EH WHO ARE YOU?



I'M A FRIEND OF SONIC. USE A
HE'S BEING CONTROLLED BY THIS
MAGNETIC DISC I AM
NOT

UMMM
WHERE AM I?

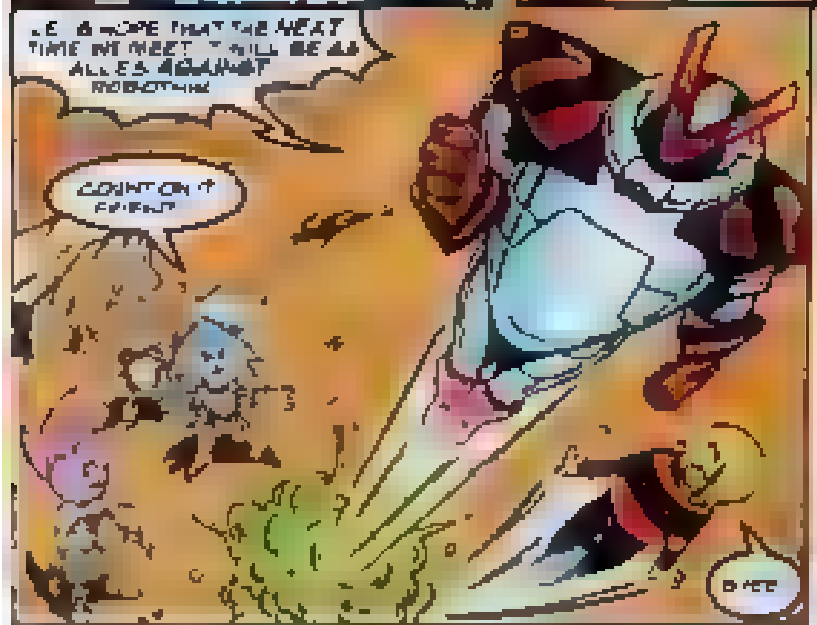


I REMEMBER
NOW MEL. ROBOTNIK
WONT GET ANOTHER
CHANCE I USE THIS
THING AGAIN



SORRY
FOR JAILING
AND RUINING
HOME

FORGET IT
BUTT EVERYONE
HAS AN OFF DAY
EXCEPT FOR ME
& SONIC



LE & HOPE THAT THE NEXT
TIME WE MEET I WILL BE AS
ALLES AGAINST
ROBOTNIK

COUNT ON IT
FRIEND

BYE



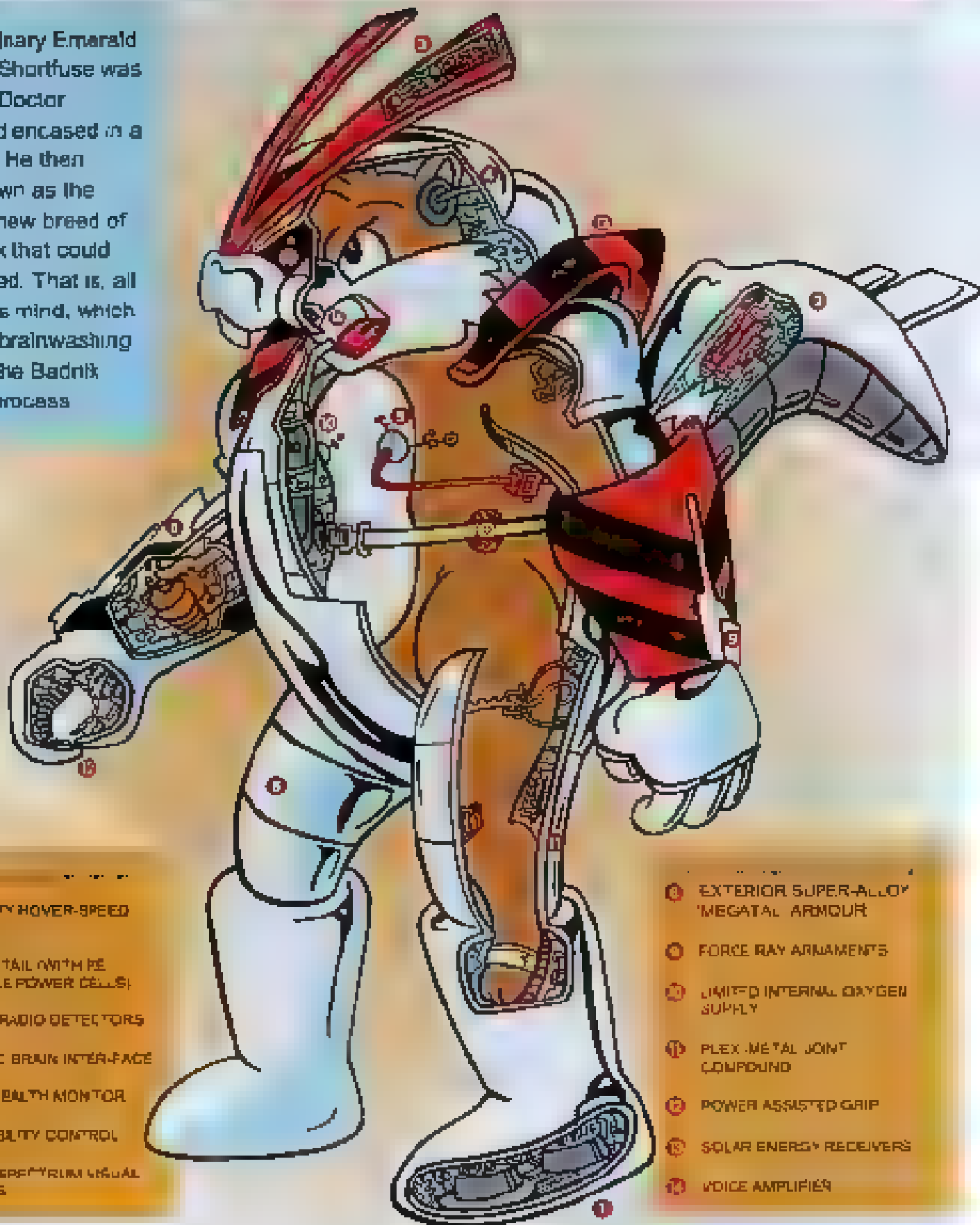
BUT NO TARDI ROBOTNIK
SOMEONE HAS TO DO THIS

NOW I KNOW
HOW TO TAKE CONTROL
OF THE COUNTRY I'LL
MAKE SURE THAT MY
NEST IS WITH A
PERMANENT!

THE END BY REAPREADING
SONIC THE HEDGEHOG
FUTURE RELEASE

CYBERNIK: THE INSIDE STORY!

Once an ordinary Emerald Hill squirrel, Shortfuse was captured by Doctor Robotnik and encased in a metallic suit. He then became known as the Cybarnik: a new breed of super Badnik that could never be freed. That is, all except for his mind, which resisted the brainwashing attempts of the Badnik conversion process.



KEY

- 1 ANTI-GRAVITY HOVER-SPEED BOOT JETS
- 2 ARMoured TAIL (WITH RECHARGEABLE POWER CELLS)
- 3 AUDIO AND RADIO DETECTORS
- 4 CYBERNETIC BRAIN INTER-FACE
- 5 DIGITISED HEALTH MONITOR
- 6 DIRECT MOBILITY CONTROL
- 7 EXTENDED SPECTRUM VISUAL ENHANCERS

- 8 EXTERIOR SUPER-ALLOY 'MEGATON' ARMOUR
- 9 FORCE RAY ARMAMENTS
- 10 LIMITED INTERNAL OXYGEN SUPPLY
- 11 PLEX-METAL JOINT COMPOUND
- 12 POWER ASSISTED GRIP
- 13 SOLAR ENERGY RECEIVERS
- 14 VOICE AMPLIFIER

HOW TO DRAW SONIC...

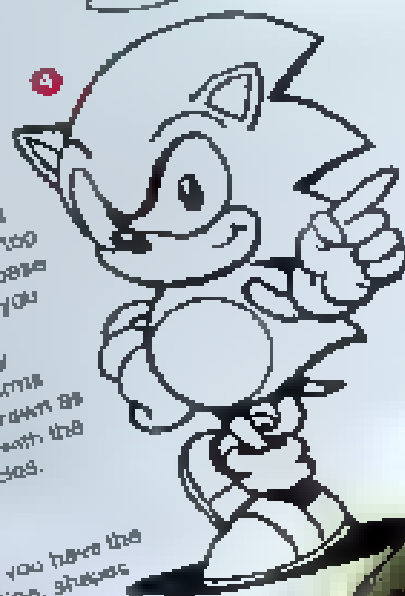
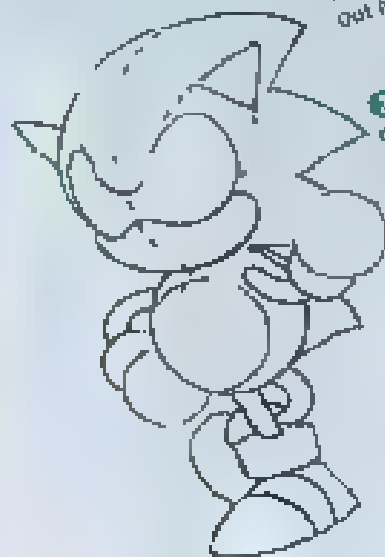
TOP SECRET

1 Start the drawing with circles. A large one for Sonic's head, followed by a smaller one for his body. Sonic's shoulders should be a semi-circle with a slightly pointed end at the front. The base of the feet should have a curved edge.

2 Using dotted lines divide the large circle into three sections. These will be the forehead, eyes and mouth areas. Taking the three lines from the back of the head, draw Sonic's spikes. A fourth spike comes out from his back.

3 Inserting a dotted centre line from the top of the head to the base of the body helps you position the eyes, ears and tummy correctly. The arms and legs are drawn as bendy tubes, with the hands as circles.

4 When you have the basic outline, shoes and pointers, practice adding the ears, eyes, nose, mouth, fingers, tummy and other bendy bits.



M : I : 5 - (MORIUS INTELLIGENCE 5)

CLASSIFIED INFORMATION: STEP-BY-STEP INSTRUCTIONS & DIAGRAMS OF HOW TO DRAW SONIC THE HEDGEHOG.

EQUIPMENTS: PAPER, PENCIL, ERASER, A STEADY HAND & PRACTICE.

ARTISTIC AGENT: RICHARD ELSON

As you can see, Sonic is made of the same two basic circular shapes, no matter which angle he is seen from.

6



FRONT

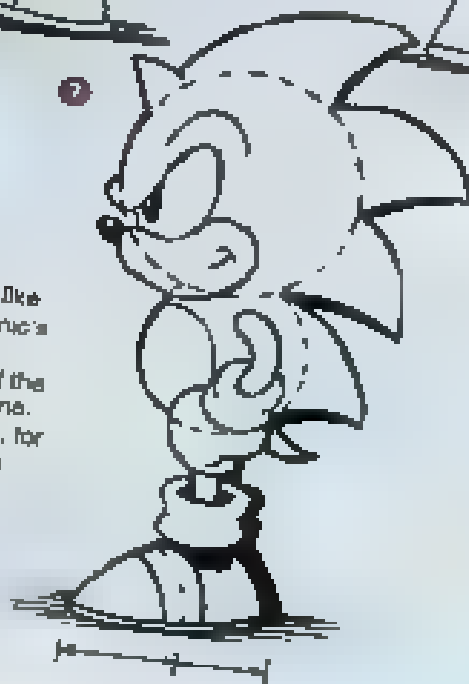
③ A handy tip for drawing Sonic's ears is to imagine a line that continues from the inside of the eyes. Sonic's tuft on the left is a whole circle within the body.



BACK

Again, notice how the dotted centre line helps keep all the details in place by spiralling everything down the middle.

7



④ Finishing touches like the white stripes on Sonic's sneakers, are placed exactly at the centre of the foot. Add a thin inner line to the base of the shoe, for the sole. Cuffs are then added to Sonic's wrists and ankles.

ACTION SHOTS

Give the feeling of movement by adding speed lines



How to draw Sonic moving really fast when you're feeling really lazy!



FORE SHORTENING
The nearer an object is to you, the larger it appears to be

As fore shortening of Sonic's hands and feet as they thrust toward the viewer. This will give your drawing depth and action



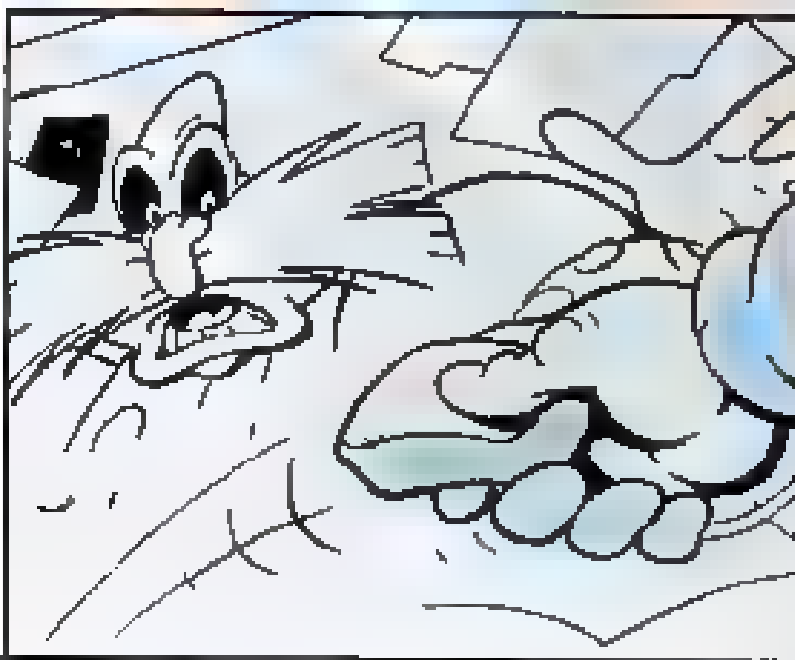
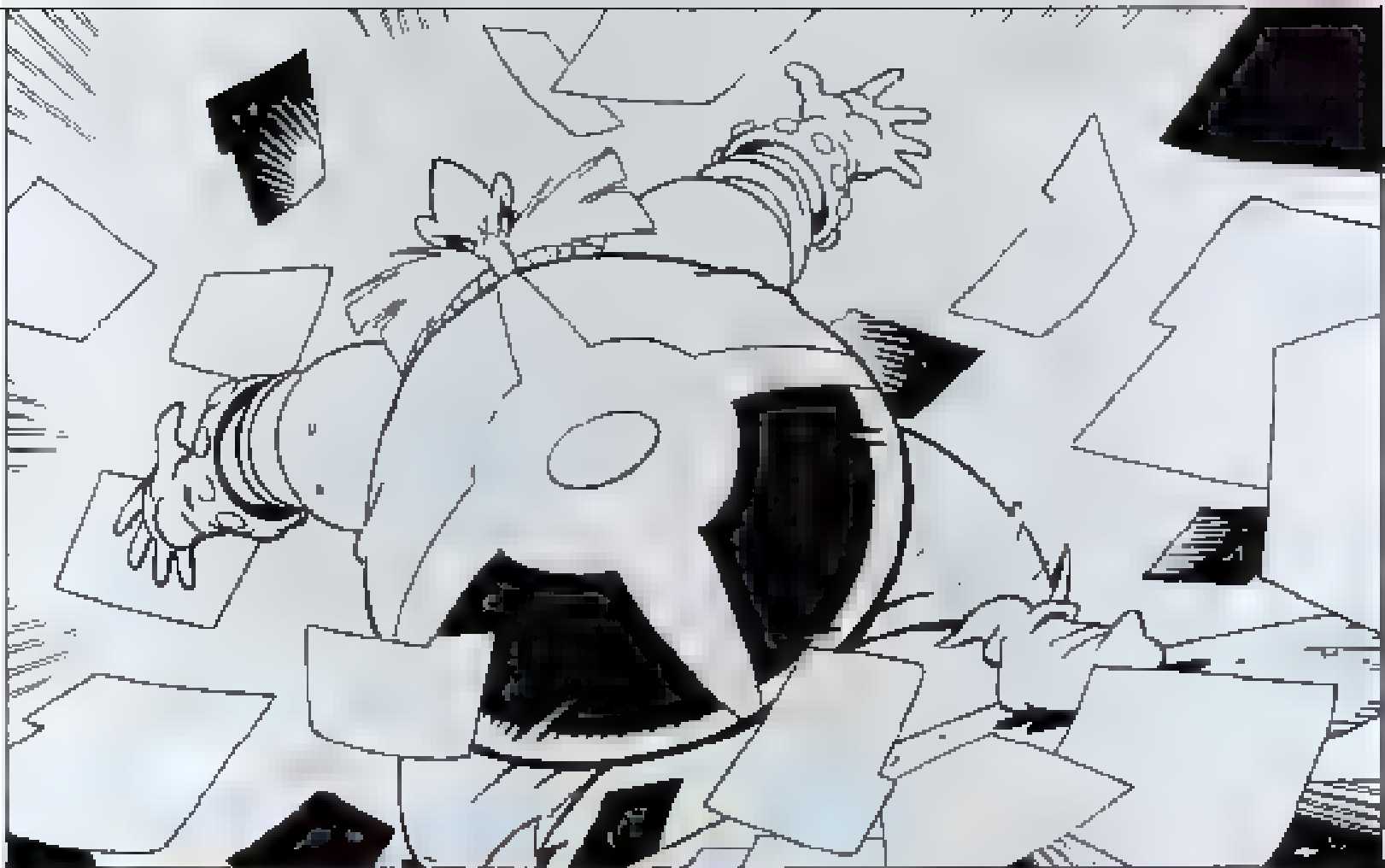
Notice how much bigger the hands are compared to the distant feet in this drawing.

TOP SECRET

Whirling legs add to Sonic a dynamic movement!



As does the dust cloud effect



SATURN STEAMS UP WITH SONIC X-TREME!

It's official! Sega's cool blue hero, keep-hogging the Saturn later this year, with an all-action 3D game that will surely make you go ga-ga!

Unlike the traditional two-dimensional platform games, *Sonic X-Treme* will be using Saturn technology to the full, enabling Sonic to move 360 degrees in all directions as well as in and out of the screen to produce spectacular graphics and game play.

Sonic X-Treme will see the return of arch-villain, Doctor Robotnik, who once again is on egg-tremely bad form this time as he attempts to get his filthy fingers on the all-mighty Rings of Power.

Master Nig Smith and Professor Robotnik are just two of the new characters who try to keep old egg-breath at bay but unfortunately, they get kidnapped in the process. The quest for the Sega spirit now is to rescue his friends, defeat Robotnik and restore peace—but hey, that shouldn't be a problem!

Sonic even polished up an some fancy footwork for the forthcoming Saturn adventure! In addition to his favourite 'Spin Dash' new moves include the 'Spin Dash' and the 'Sonic Scream'!

Sonic X-Treme will be bringing you new power-ups, bonus rounds, secret areas and more surprises! All of which you'll have to discover for yourselves when fingers crossed, the game is released towards the end of this year.

HOT NEWS!



TM

Keep your nose to the ground for future news, and eye-popping graphics on *Sonic X-Treme*, in *Sonic the Comic*, the UK's official Sega comic!

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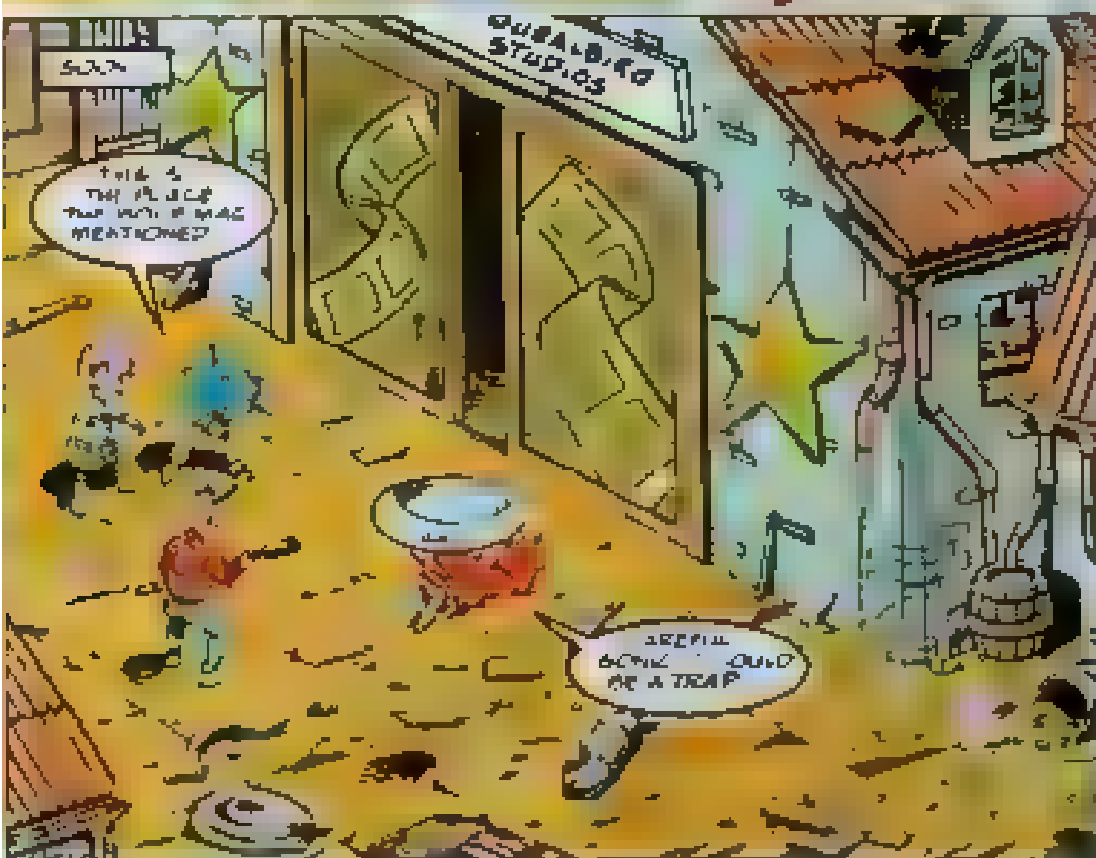
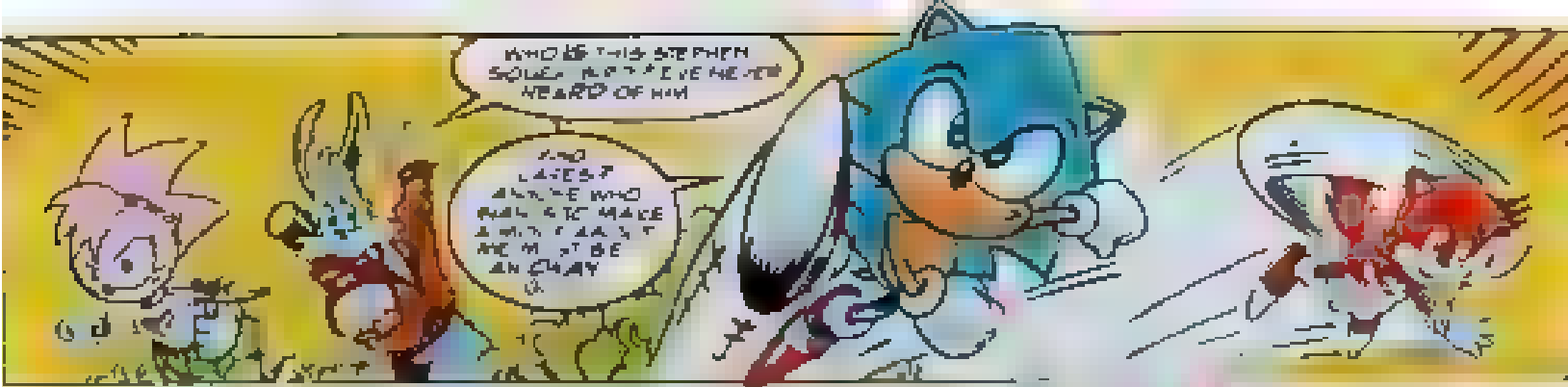
LET I
TRY TO AGREE
WITH
THESE

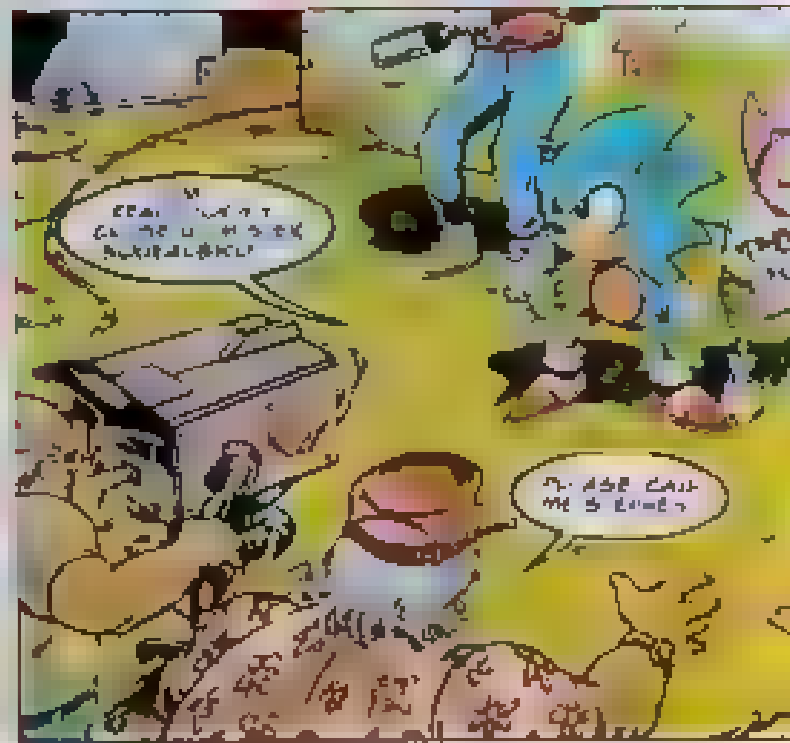
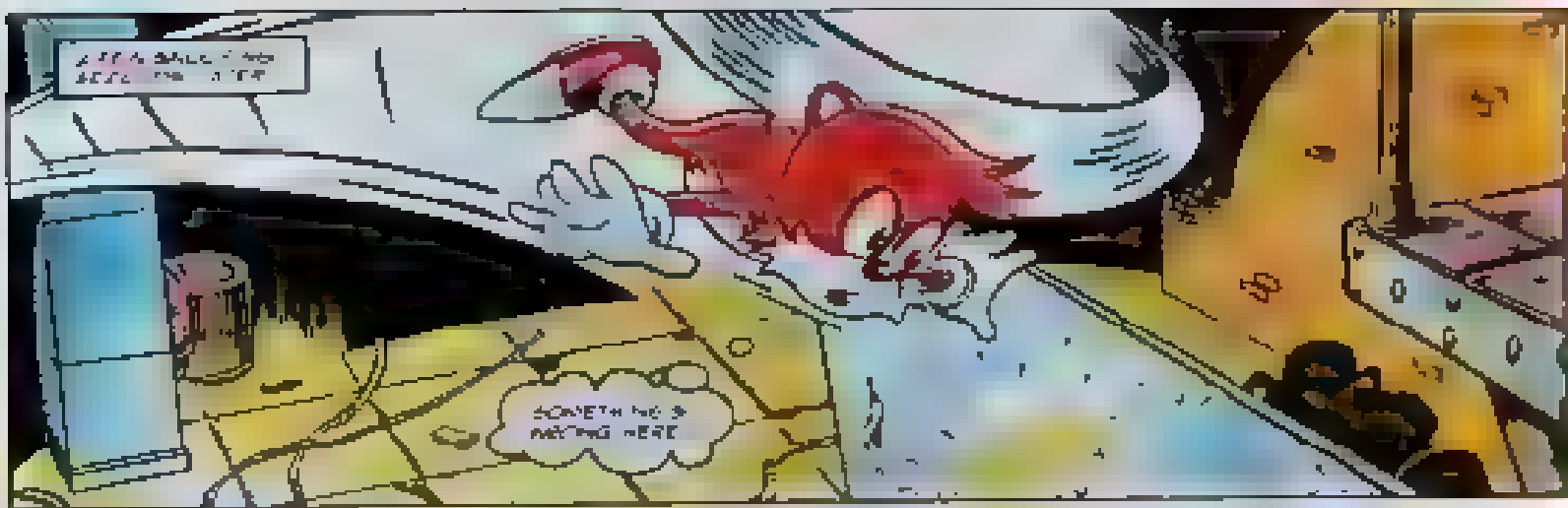
ALL THE TOPICS
AND SCENES OF THE
IN 55 MIN 5 MOVIES
MORE STARS AGAIN
WILL BE A SCENES
TO SEE

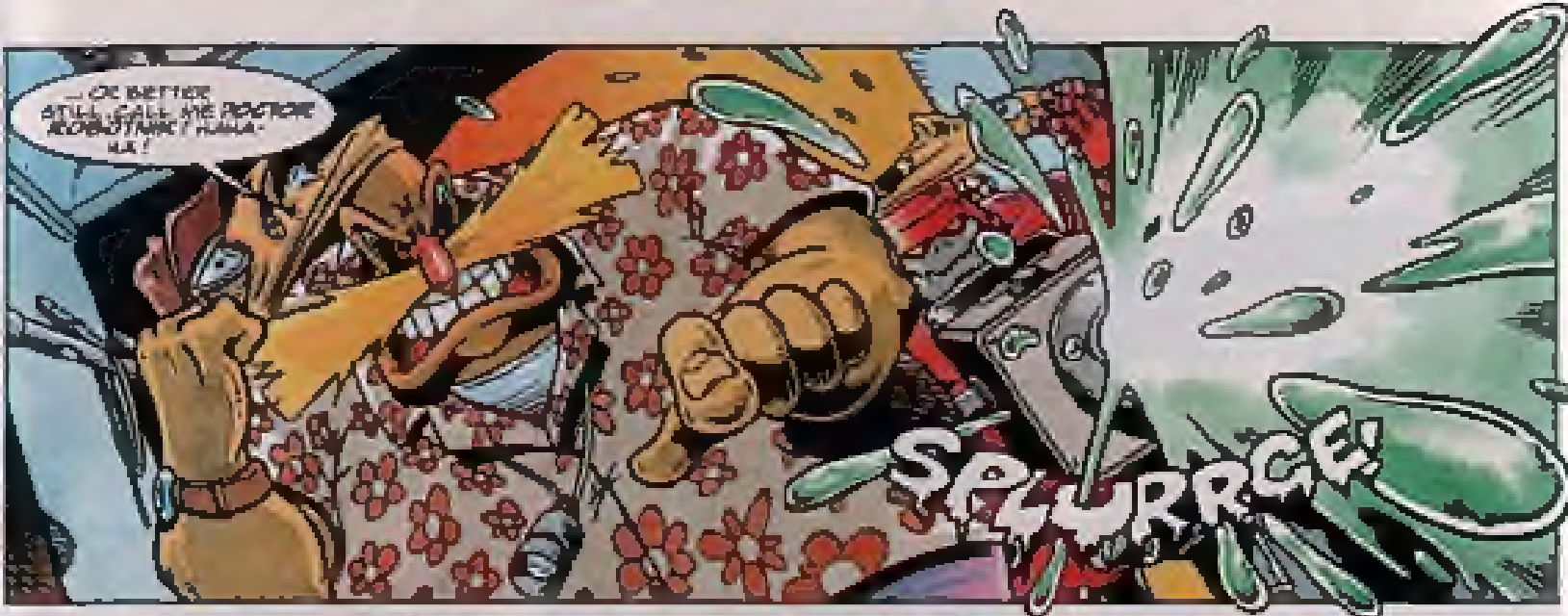
SHARE BUT
I'VE ALREADY
GIVEN WHAT
GIVES?

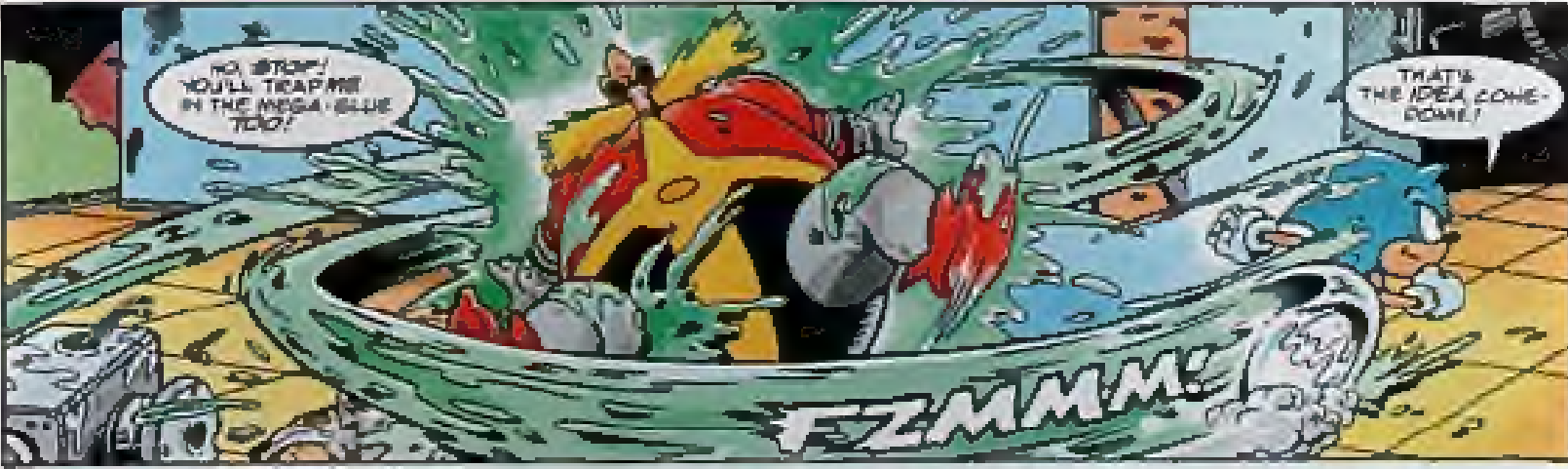
*** 9월 10일**

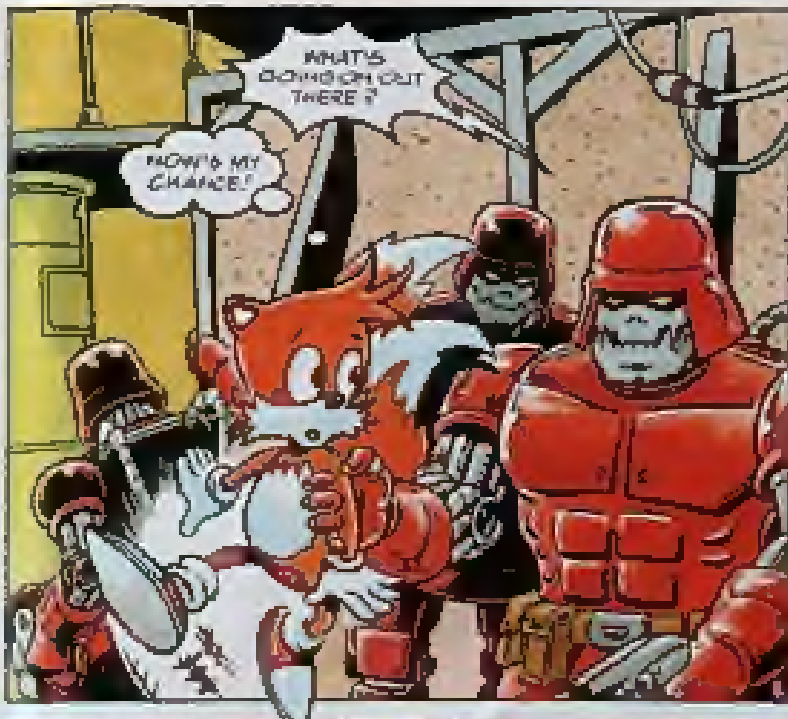
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**SPECIAL
PIN-UP**

**(DON'T)
MISS-HIT!**